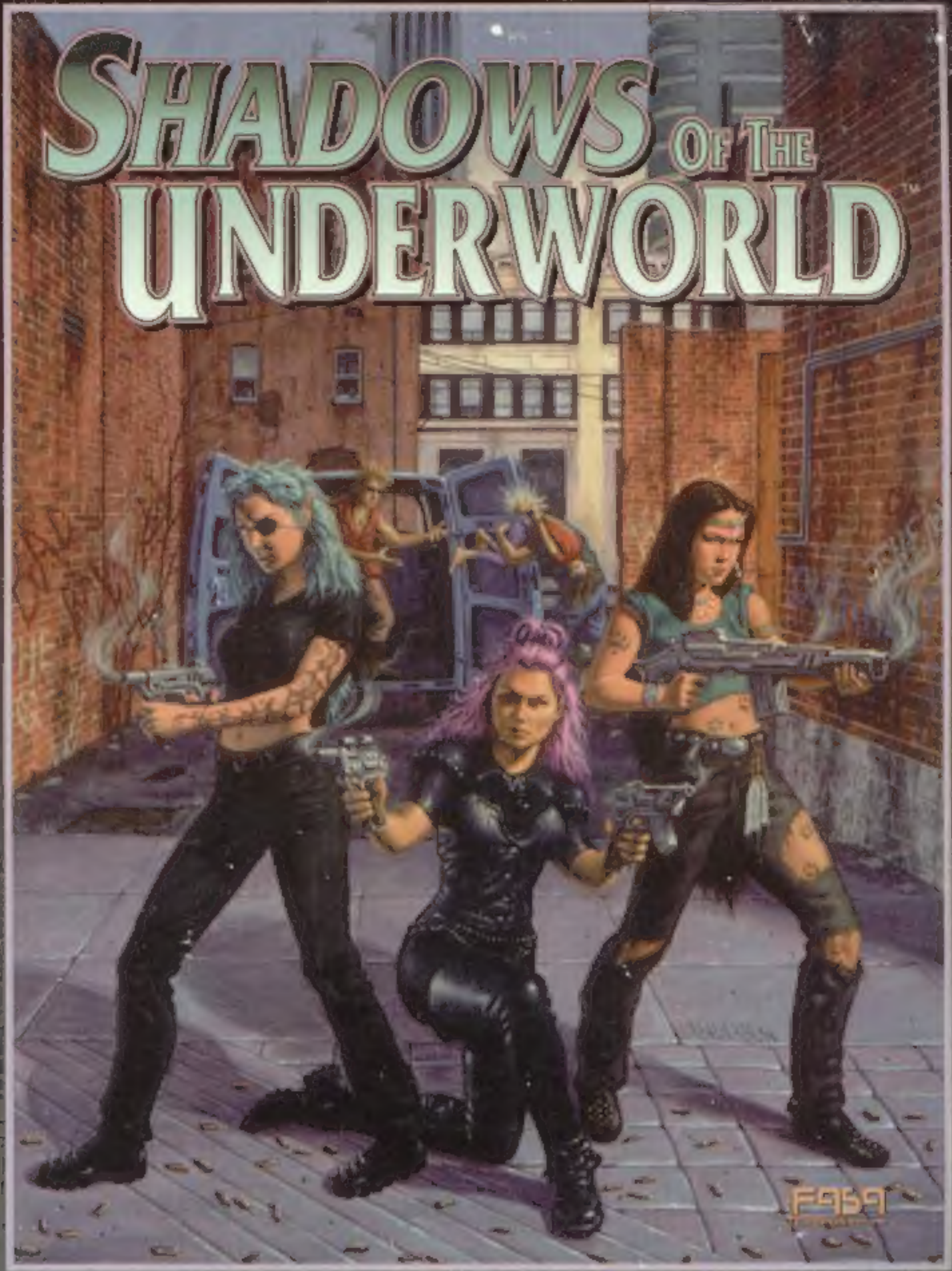
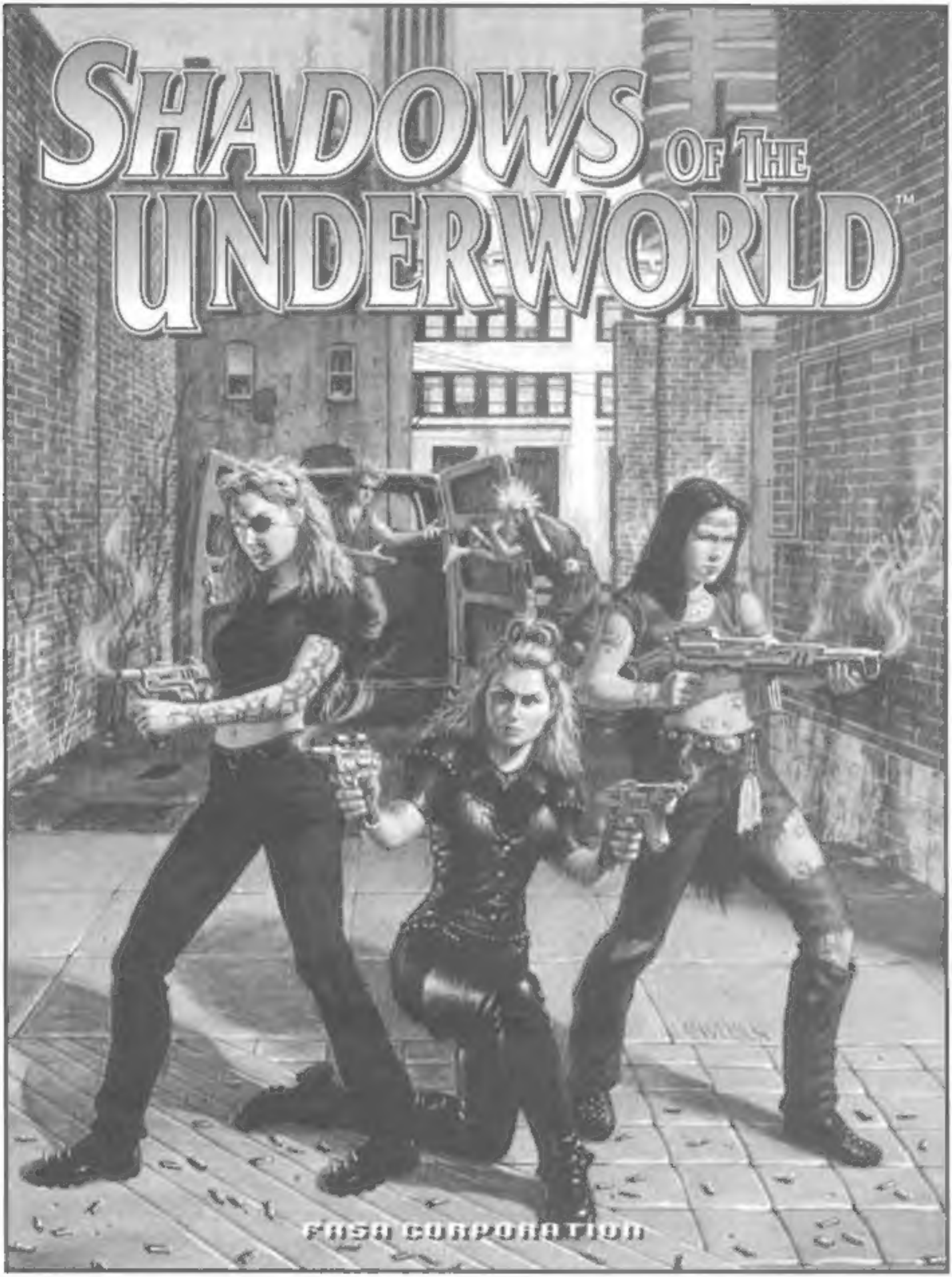
SHADOWRUN 7323

SHADOWS OF THE UNDERWORLD™




SHADOWS OF THE UNDERWORLD™
FASA CORPORATION

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SHADOWS OF THE UNDERWORLD

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Published by FASA Corporation
1100 W. Cermak Road • Suite B305
Chicago, IL 60608

FASA Corporation can be reached on America OnLine (E. Mail—FASALou (Earthdawn), FASABryan (BattleTech), FASAMike (Shadowrun), FASAInfo (General Information) or FASA Art (Art Comments)) in the Online Gaming area (Keyword "Gaming"). Via InterNet use <AOL Account Name>@AOL.COM, but please, no list or server subscriptions. Thanks!

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SHADOWLAND V2.0

"I have taken all knowledge to be my province."—Francis Bacon

"Humankind cannot bear very much reality."—T. S. Eliot

[illegible]

Even the bad guys use shadowrunners. It seems that some unscrupulous types broke into Galberstam Printing in Minneapolis and changed the print run colors on the Big D's campaign posters. We all know him as dark blue and silver, but the posters came out with a gold and green dragon. Galberstam pleads innocent, Dunkelzahn laughs the whole thing off, and someone somewhere is sitting pretty with a pocket full of UCAS bills (at least, until the Big D decides he doesn't want to be a laughingstock and sends some big hurt up Twin Cities way).

THE BACK STOCK
New Magic Download (The Awakened World all spelled out)
Cybertech Download (Man, Machine and Magic ...)
California Free State (From the Tir to Aztlan and everything in between)
Campaign 2057 (Vote early, vote often!)

GO TO COMPLETE LIBRARY ARCHIVES

THE DAILY SPECIAL
Threats (Paranoia, conspiracies, and secret stuff)

This one would be funny if it wasn't so scary. Are these the scrawlings of paranoid conspiracy theorists with chips on their shoulders the size of the Ute Nation, or is there some truth buried in the ramblings of these nutcases? A year or so back, when we got a post about the bugs infesting Chicago and the government's plan to geek them with tactical nukes, we didn't believe it. Who knew ... ? Maybe this time we'll be prepared—for whatever.

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COMING SOON
While the politicos are getting their second wind, Shadowland is getting back in business ... non-election biz, that is. Here's a quick peek at some upcoming stuff (and quit salivating, it mucks up the screen)
Organized Crime (Mobsters and gangers and secret societies, oh my ...)
Flashpoints (high stakes jobs for high pay—get the skinny here first, and maybe you'll live to spend it)

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NEWS

ABSENTEE BALLOTS

The UCAS bigwigs are urging everyone to vote. And what better way to vote than by absentee ballot—isn't it about time you got some use out of those extra SIN numbers? Heck, you might even win prizes! Click here for the UCAS press release.

NEW UCAS FLAG UNVEILED

It's been five years in the making, and it might be the only thing all six candidates agree on. The new flag is finished. It looks cool, and it's giving the UCAS a reason to stand proud as election fever run amok tears our cities apart. Click here to see it waving in the wind.

POLL RESULTS

Brackhaven's "Do you really want one of *them* in the White House?" speeches are turning heads as his campaign picks up steam. Dunkelzahn still leads at 22%, but Kenny-boy is breathing down his scaly neck. Here's the standings: Brackhaven 21%, Yeats and Vogel 20%, Hernandez 15%, and Booth still at a laughable 1% (tied with Undecided). Click here to get all the breakdowns.

WEIRD STUFF

The powder keg of Austin, Texas has just gotten hotter. The Big A has cordoned off a five-kilometer area about 35 clicks south of Austin for what looks like an archaeological dig. Rumor has it that mages, scientists and the ever-elusive Jaguar Guards are popping up regularly on-site. Whatever they're looking for must be important ... Click here for big news south of the border.

It's 07:19:28. Do You Know Where Your Meat Body Is?

CANDIDATES PAGE

ARTHUR VOGEL
Democratic
"One World" Party
VP: Gary Grey
Slogan: Save the Earth

A dwarf eco-lawyer and a troll Eagle shaman—now *there's* an image! Seriously folks—these two aren't your usual crackpot tree-huggers. They're smart, savvy, articulate, and just might have a shot at the Big Chair—assuming no nasty skeletons come popping out of Lawyer Vogel's closet

GENERAL FRANKLIN YEATS
Republican Party
VP: Annie Penchyk
Slogan: Rebuild America

"Rebuild America" on the backs of the Native American Nations, the Confederate American States, and the California Free State. Nothing like a hot war to prop up a sagging economy — with a savvy ork veep in pinstripes to make sure metahumans get their slice of the pie. Will the UCAS's favorite hawk lead his troops to the White House?

DR. ROZILYN HERNANDEZ
New Century Party
VP: Ramsay McMullin
Slogan: Our Magical Future

Revenge of the nerds, anyone? Magical goombahs and techno-wrenches have a home in the New Century Party, dedicated to better living through electing mage-o-crat Roz and her gorgeous sim-star veep to be our Supreme Leaders. (He's pretty, but can he type?)

KENNETH BRACKHAVEN
Archconservative Party
VP: William Aget
Slogan: A Holy War for the Soul of the Nation

Respectable businessmen ... or Monsters from the Id? Only their speechwriters know for sure! Meet the new poster kids for Traditional Values—they're rich, they're reactionary, and they want all the mages and metahumans out of the clubhouse. Race-baiters-R-Us goes to Washington?

JAMES BOOTH
Technocratic Party
VP: Brandon Ekimatsu
Slogan: The Status Quo

Slick Jimmy and the Suit —a ticket only their mothers could love. Special message to Mr. former-Veep Booth: your status is ZERO and nobody wants your (quid pro) quo. Give up, go home, take up flower arranging. Just get off the fragging stage, 'kay?

DUNKELZAHN
Independent
VP: Kyle Haefner
Slogan: A New Golden Age

A new-minted UCAS citizen, and *already* he wants to run the place? We'd say more power to him, except that a great dragon doesn't need any. With a human philanthropist veep to make nervous voters feel comfy, the Big Wizworm might take the prize—but can he deliver?

INTRODUCTION

Shadows of the Underworld is a collection of roleplaying adventures set in the Awakened world of **Shadowrun** during the summer just before the UCAS presidential election. The year is 2057. Advances in technology are astonishing, with humans able to blend with computers and travel through the electronic netherworld of data known as the Matrix. Even more astonishing is the return of magic. Elves, dwarfs, dragons, orks, and trolls have reassumed their true forms, while megacorporations (rather than superpowers) rule much of the world. Moving through this world like hushed whispers in the night are the shadowrunners. No one admits their existence, but no one else can do their secret work.

Though government power is giving way to megacorporate money in 2057, politicians and national leaders remain a force to be reckoned with in many places. The adventures in **Shadows of the Underworld** focus on the effect of the presidential election on the streets. Politicians play the same games as the megacorporations, but using their own rules—power and prestige, blood and tears, fear and panic. The streets are erupting in violence, from fanatical cults supporting Dunkelzahn to various factions of anti-metahuman forces destroying everything they can in the name of purity. All the rules have changed; even the hottest shadowrunner can no longer control the shadows of the underworld!

GAMEMASTERING NOTES

Shadows of the Underworld is slightly different from the standard **Shadowrun** adventure. The five short adventures that make up the overall story line are not directly connected to each other, but they all share a common backdrop—the street-level chaos caused by the tainted UCAS election of 2056. The streets are a hotbed of fear and conflict between metahumans grasping for power and those who oppose them "by any means necessary." Each adventure contains a short fictional prologue and an **Introduction** that capture the feel of the street during the long, hot summer of 2057.

Though the player characrers may find themselves in demand for "political" shadowruns as the movers and shakers in the public arena start to recognize the importance of "controlling the streets," the gamemaster may choose to run these adventures between events already planned for his or her **Shadowrun** campaign.

The adventures in **Shadows of the Underworld** combine decision-tree and linear story formats. For each adventure, the player characters may arrive at different locations in the story via different paths, or follow one event in the story directly into the next. The gamemaster should think of each adventure as the bare-bones plot and should feel free to make any changes necessary to flesh it out and give his players more choices. To aid the gamemaster in this task, the individual sections of each adventure include suggestions for gamemastering the various situations that may arise. **Shadows of the Underworld** is designed for a team of four to six shadowrunners with a wide variety of talents.

SHADOWRUN RULES

To run **Shadows of the Underworld,** the gamemaster needs a thorough familiarity with the material in this book, as well as a working knowledge of the **Shadowrun, Second Edition (SRII)** rules. The gamemaster should also be familiar with the expanded magic rules in the **Grimoire, Second Edition (Grimoire II)**, and the revised Matrix rules of **Virtual Realities 2.0 (VR2)**. To run the adventure **Two Solitudes,** the gamemaster should be familiar with the **California Free State** sourcebook. All the information contained in **Shadows of the Underworld** is for the gamemaster's eyes only.

All specific information, particularly game statistics, appears in **SRII** format. Gamemasters still using the first-edition **Shadowrun** rules will need to make a few adjustments to non-player character, weapon and spell statistics.

MAKING SUCCESS TESTS

During the course of **Shadows of the Underworld**, the players will make a number of Success Tests using a skill and a given target number. These Success Tests are indicated by the name of the skill, followed by the target number in parentheses. For example, a Sorcery (5) Test refers to a Sorcery Success Test against a Target Number of 5.

SUCCESS TABLES

At times, the gamemaster will use success tables to determine how much information the players receive from inquiries and investigations. Each success table lists different information obtained for differing numbers of die roll successes. Rolling a higher number of successes always reveals the information for the lower numbers of successes as well. For example, a character rolling 3 successes would learn the information for 3 successes, and also the information for 1 and 2 successes.

HOW TO USE THIS BOOK

Aside from the **SRII** rules and those in the sourcebooks listed above, this book includes all the information needed to run **Shadows of the Underworld.** The gamemaster should read through each adventure before attempting to run it. Some important plot developments do not become apparent until well into each adventure, but the gamemaster must lay the groundwork for these developments early on. He or she can only accomplish that by being familiar with each story line.

Though **Shadows of the Underworld** as written tries to cover all the likely and even some of the unlikely ideas that the players might come up with, it is impossible to foresee every

possible action the players might choose to take. Therefore, the gamemaster must be prepared to improvise if necessary.

Each adventure begins with a fictional prologue. The prologue gives the gamemaster a feel for the setting of the adventure. The **Introduction** following the prologue explains the nature and specific background of each adventure. The sections within each adventure follow standard **Shadowrun** format. Most of them contain four parts: **Tell It to Them Straight, Hooks, Behind the Scenes,** and **Debugging.**

Tell It to Them Straight is read aloud to the players. It describes where the player characters are and what is happening to them as though they were actually there. Depending on the player characters' previous choices and/or the point in the adventure at which the encounter occurs, the gamemaster may need to adapt the text to suit the situation.

The second section, **Hooks,** gives the gamemaster hints and tips about imagery to use in the scene, emotions to convey, sounds, sensations, textures, and so on. The information provided in this section varies in form and content from scene to scene, ranging from general themes to specific emotions.

The next section, **Behind the Scenes,** tells the gamemaster what is really happening in each encounter and proposes a potential sequence of events. Any maps needed to play an encounter are included in this section. Information the players can discover and possible consequences of the player characters' actions also appear here. Non-player character statistics needed to roleplay the encounter are usually included here as well. This section may also contain hints and suggestions for handling a particular encounter.

The final section of each encounter, **Debugging,** offers suggestions for getting the story back on track if things go too far wrong; for example, if the player characters overlook a vital piece of data or if half the team meets an untimely death. The gamemaster need not use any of the suggestions given in this section; if he or she has a better method of redirecting the game, he should feel free to use it. As always, the gamemaster may also let the chips fall where they may.

At the end of each adventure, **Picking Up the Pieces** provides tips on wrapping up the adventure and awarding Karma, as well as offering suggestions for answering unresolved player or player character questions.

PREPARING THE ADVENTURES

It is impossible to create a published adventure that provides the appropriate opposition level for every group of player characters. Some groups are inherently more powerful than others.

The gamemaster must adjust the game statistics and capabilities of the published opposition to provide an appropriate level of difficulty for the group. If an adventure does not suit the player characters' strengths and weaknesses, the gamemaster may use the published version as an outline to develop an adventure of his or her own. Or, if it works well except for a quirk here and there, the gamemaster can change any part of the plot and story events to make the adventure a better one for the players.

Each adventure suggests Threat and Professional Ratings for each of the NPCs. As explained in **Shadowrun, Second Edition,** use Threat Rating dice in place of Dice Pools for these characters (p. 187, **SRII**). Gamemasters should adjust the actual Threat Ratings to better reflect the level of opposition presented by the player characters, especially in those adventures where maintaining game balance promises to be exceptionally tricky. The gamemaster should feel free to modify Threat Rating dice on the fly during an encounter to provide the proper level of opposition. To that end, the text occasionally includes notes on how tough a battle or encounter should be for the player characters.

The gamemaster will find such manipulation crucial to keeping some of the encounters in each adventure at a manageable level. The fights in **Shadows of the Underworld** work best when choreographed like an action movie. Though lead and magic flies everywhere, only a few of the bad guys actually get a clean shot at the heroes at any one time. That limitation, and the application of the **SRII** Professional Rating rules, should help keep large-scale fights under control.

For gamemasters using the first-edition **Shadowrun** rules, the Professional Rating system works as follows. Non-player characters with a Professional Rating of 1 will withdraw from a fight after taking a Light wound, those rated at 2 will withdraw after taking a Moderate wound, those rated at 3 after a Serious wound, and those rated at 4 will fight until unconscious or dead.

EXCELSIOR

SACRED VISION

It pained me to see what men and women had done to Her and to the land that is Her body. And I went into the wilderness to better speak with Her, away from the blanket of smoke that covers cities like sweat. And I walked among the trees, seeking blue sky and clear waters, and I emptied my body and mind of all that man's evils had polluted. I walked until I could breathe again, until I could taste air that She had kept clean. I did not find it.

And I cried out, weeping for all the children born into the world, their innocence helpless to purify it, their strength not enough to carry their fathers' sins. And I asked Her why. I asked Her what I could do to change this injustice. It had not helped to fight for the whales and the forests or for the children who starved so that corporations could grow. It had not helped to work for my own salvation, my own purity of heart and soul and oneness with the world, while others pulled themselves daily farther away from Her.

And I asked Her for a sign . . . anything to tell me that She had not abandoned us, that She would not let Her world die. And at that moment, when my soul was empty of all but love of Her, I raised my eyes upward and saw, above the trees, a blue that stood out like purity against the smoke-stained sky. The beating of his silver and azure wings created the freshening air I breathed. And I knew that this was Her sign, Her word. The Dragon, the one we now know as Dunkelzahn, is our only salvation.

—*Excerpt from Juelle Lester's Revelation: 2012*

INTRODUCTION

In **Excelsior**, the player characters receive a job offer from Martha Delaney, a member of Dunkelzahn's campaign staff. She wants them to help provide security for a rally in Madison Square Garden, scheduled in the next few days. The campaign has heard rumors of potential trouble from Humanis-based hate groups in the area, and Dunkelzahn wants some extra bodies on hand. The meet takes place in Windows on the World, a ritzy restaurant at the top of the Empire State Building, on the same "floor" as the observation deck. It coincides with a gathering of yakuza and Shiawase businessmen, and the restaurant also just happens to be a well-known hangout for Aztechnology and other nasty corporate types. Ordinarily, the runners could easily avoid trouble by keeping a low profile—if they don't bother the yaks and the corp execs, the yaks and the execs won't bother them. Unfortunately, someone else on the scene has no intention of leaving anybody in peace—the Whole Earth Adventists, an offshoot of the Church of the Whole Earth Inc.

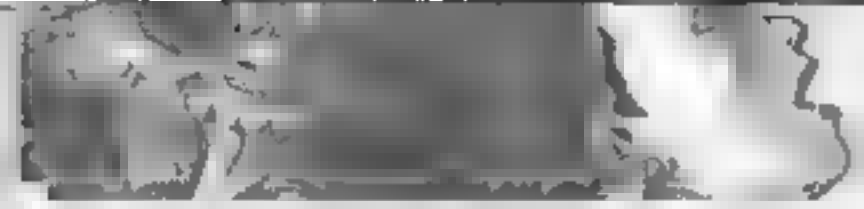
The Church of the Whole Earth Inc. is a half New Age, half evangelical religious group that first appeared in 2005. The group's founder, Juelle Lester, came close to giving up hope for the world in 2012. Caught up in a crisis of faith, she went into the wilderness on a desperate search for the Goddess and saw Dunkelzahn make his first appearance in the Awakened world. Convinced that the dragon was a sign from the Goddess, Juelle turned her tiny group of followers into a much larger organization dedicated to redeeming the world. Over the years, the Church of the Whole Earth has collected a fair number of fervent believers, among them a few fanatics who call themselves the Whole Earth Adventists.

When Dunkelzahn decided to run for UCAS President, the Whole Earth Adventists became convinced that their time had arrived. The Adventists believe that Dunkelzahn is destined for the presidency—and that anyone who disagrees with this notion does not deserve the privilege of living in the dragon's utopia. Therefore, they will eliminate all such problems as a gesture of faith in their savior. Dunkelzahn does not approve of the Adventists' attitude but believes they are all talk and no action.

Unfortunately, this is one of those rare occasions when the great dragon is wrong.

The Adventists know that mob and corporate bosses frequent Windows on the World. The Adventists want to purge the coming utopia of organized crime and unfeeling megacorporations, and they're planning to start early. On the night of the meet with Delaney—while the runners are negotiating with her in a private room—a group of Adventists breaks into the building, kills most of the complacent on-site security and prepares to carry out a "purification." The Adventists intend to call the local media and tell them that they are striking a blow for Dunkelzahn by purifying the world of such filth as organized crime syndicates and corporations that deal with them. They will then blow the top fifteen floors or so off the building, escaping via blimp. However, the Adventists did not count on a crew of shadowrunners, a Dunkelzahn representative with a headphone, and the abilities of the dragon's own agents.

The terrorists herd the runners into the main room of the restaurant with the rest of the clientele and then contact their idol, letting him know of the purge they intend to undertake for the greater glory of his name. The minute the Adventists make contact, Dunkelzahn's deckers block all Matrix-based communications so that the Adventists cannot get the full network coverage they demand. Meanwhile, the Big D himself maintains contact with Delaney via her headphone. The dragon wants the situation defused without the media finding out about it, and he will pay well to make sure that happens. As the experts on the scene, the runners get this job by default. (Not many people say no to a dragon when he asks them for a favor.)



The runners must sneak out of a well guarded room, get all the way downstairs without working elevators and without being spotted, and find the location of several bombs—as well as the central nugget. They must then defuse the explosives and capture the terrorists before the terrorists' pimp arrives—all without endangering a single innocent life. Dunkelzahn does not want any blood on his talons and is unforgiving if crossed.

This run works best set in New York City, but it can be set in any major UCAS city that contains a skyscraper and a large convention hall. The **Debugging** section of **Ever Upward** (p. 12) explains how runners from "out of town" might make the trip to the Big Apple.

EVER UPWARD

TELL IT TO THEM STRAIGHT

People say that the Empire State Building is small compared to Fuchi Tower, but it sure looks big when you're right under it. This time of year, the smog hangs so low you can barely see the top. It may be old, pitted, rusty, and patched with ferrocrete shoring up some of the damage from the 2005 quake, but this building sure looks pretty chill. Too bad the security thumpers aren't.

A few tourists briefly walk past you through the Knight Errant Gateway weapon detector. The Gateway is festooned with snazzy hi-tech doohickeys like some kind of cyberpunk Christmas tree; it looks like a plastic fork might set it off. One of the bruisers with a badge returns your innocent look with a "what the frag" you-don't-scare-me stare. Time to look at something more pleasant. You scan the crowd and spy someone holding a placard with the name DELANEY printed on it. That's the name your fixer told you to look for.

The placard holder is interesting. He/? she/? stands about 1.7 meters tall, with bright blue eyes and a willowy figure. And long blond hair pulled back in a pony tail.

"Cool, you showed up." The placard holder says. "Are you alone? I've rented a few lockers in case you'd like to store any valuables before we go up."

After the characters pass through the metal detector, read the following aloud.

The elevator's the high-speed kind, but a few minutes crawl by before the way-too-smooth, simulated voice says, "Windows on the World Restaurant and Observation Deck, 101st floor." You step out of the elevator, and the view draws you right over to the nearest huge window. From this high up, you're practically staring down the throat of the Vote For Dunkelzahn advert blimp that's been flying over Seventh Avenue all evening. The blue and silver caricatured head smiles at you as it slowly rotates away. You glance at the well-stocked bar, but the pony-tailed blond waves you over to a smaller door to the left of the restaurant's main entrance.

The little room is windowless (which kind of defeats the purpose of coming up here, doesn't it?) and is set up for a seminar, with one large table in the middle and several chairs around it. Your guide walks to the end of the table and sits beside the woman waiting there. She's as nicely dressed as any corporate PR specialist, but the confident set of her shoulders and no-nonsense clothing suggest she might be equally comfortable on your end of things. The door closes with a little air pressure on your ears. Sound baffling in the walls, white noise generator and jammer in the table centerpiece—this is one slick setup.

"Good evening," the woman says. "My name is Martha Delaney, and this is Percy. We are here on behalf of someone you all probably know of—hopefully you even vote for him."

HOOKS

Make the beginning of this encounter as bright, airy, and normal as possible. The bewildering array of sights and sounds in New York, which is still one of the greatest metropolises in the world, should make locals and visitors alike antsy, but once inside the Empire State Building everything seems to proceed in slow motion. The elevator is slower than most, and the touristy make the place feel as if the runners have somehow stepped back into one of those snow globes from the 1930's. The building even bends naturally in the wind. The Windows on the World restaurant is a posh place with thick carpets, lots of brass, a jazz trio, and expensive pants—all of which probably cost more UCAS dollars than the average runner dreams about. This place is so upscale even the security is hidden. Now *that's* class.

BEHIND THE SCENES

The Empire State Building in 2057 is a direct result of a structure that carries prestige. Shiawase, Aztechnology, and Ares pack office space for several subsidiaries into the New York landmark. When the World Trade Center went down in the big earthquake of 2005, the proprietors of the Windows on the World restaurant that had graced the destroyed skyscraper pulled a few strings and licensed the name to the restaurant just below the Empire State's observation deck. Photos and plaques around the restaurant tell the story.

In the lobby are six Knight Errant security guards manning the two Rating 8 magnetic anomaly detectors (MADs, for more information, see p. 97, **The Neo-Anarchists Guide to Real Life**) for good measure. KE's personnel are running a Rating 3 dispel wand (Rating 3) over everyone's bags. The Empire State has a flat no-weapons policy, and building security will slap taser restraints on anyone whose Class C cyberware turns the MADs. People with any detected cyberware will be asked for their SIN numbers, so any runner without a decent fake SIN is in some serious dreck. (The gunnermaster may want to mention this to any hard-core gun-geek types in the player group. Fake identification is a wonderful way to make player characters poorer but wiser.) Any runner dumb enough to carry a weapon with a Concealability of 2 or less will get to watch one of the guards call for back up while four others pull out their guns and the fifth politely suggests that the team not start anything.

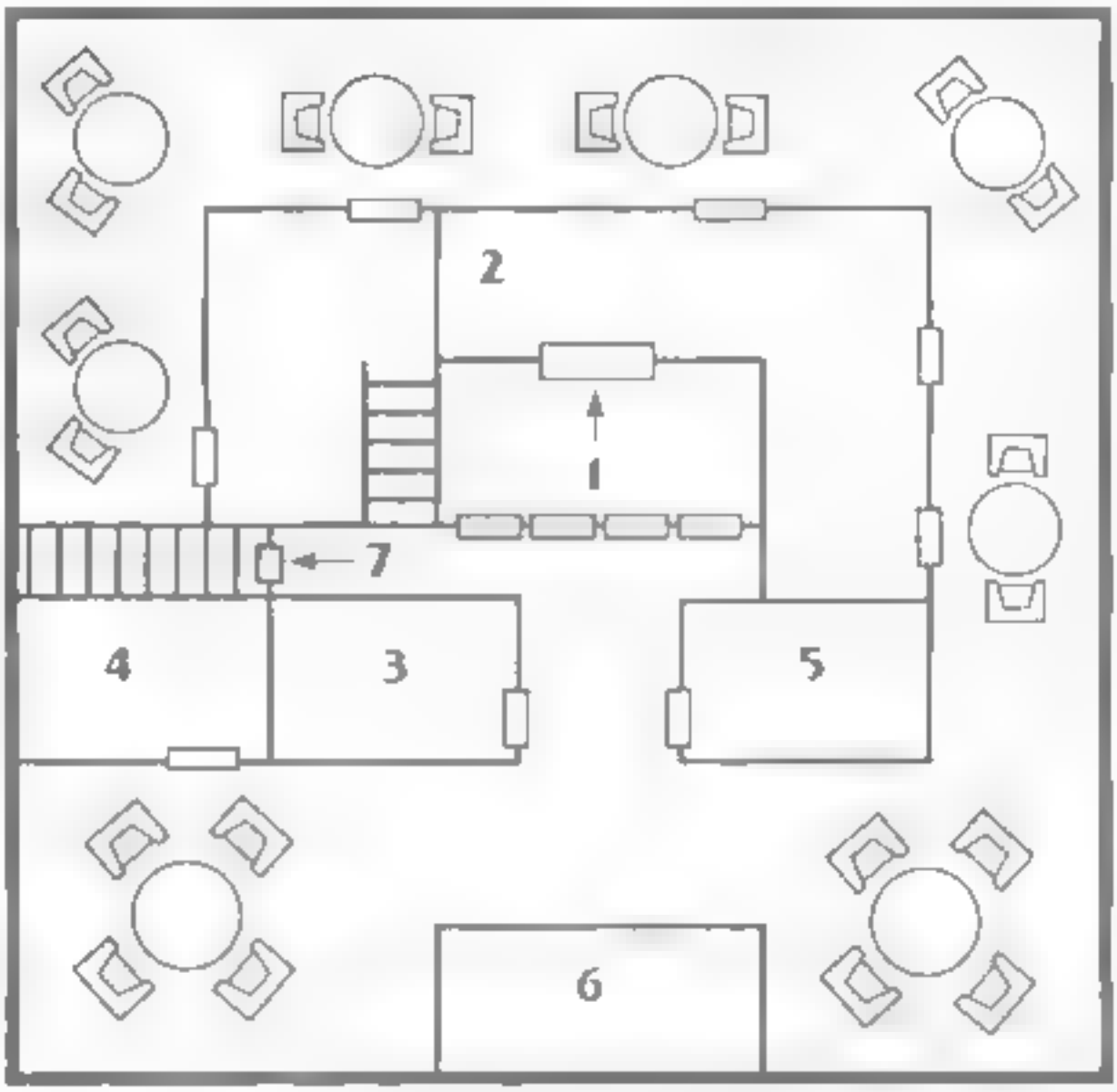
The lockers in the lobby are made of steel. Barrier Rating 6, have Rating 4 maglocks ready to encode onto a credstick, and are fairly roomy. UCAS gun-control laws are lax enough, and the KE guards are busy enough, that they won't bother anyone stashing guns in a locker before taking the elevator. Percy will pay for as many lockers as needed and then give the credstick to a member of the runners' team in a gesture of good faith.

WINDOW TO THE WORLD

FLOOR 101

1 [illegible]
2 [illegible]
3 [illegible]
4 [illegible]
5. [illegible]
6 [illegible]
7 Doors

[illegible]



Stairs

Doors

Knight Errant Guard Squad (6):

B	Q	S	I	W	C	E	R	Armor
4	3	4	3	4	3	5 5	3	6/5

Initiative: 3 + 1D6

Threat/Professional Rating: 2/3

Skills: Armed Combat 3 (Clubs 5), Car 2, Computer 1, Etiquette (Corporate/Street) 3, Firearms 5, Police Procedure 4, Stealth 2, Unarmed Combat 2, Jujutsu 4

Cyberware: Smartlink

Gear: Securetech Armored Jacket (5/3), Security Helmet with Radio, AZ-150 Stun Baton (10S stun), Colt Manhunter (Heavy Pistol, 16 (c) f), SA, 9M, w/Smartgun Link and 2 extra clips), Almost Donuts Coffee, Newshoes

The private room that Ms. Delaney has rented is soundproof and equipped with a hermetic circle (Rating 4) around all but the outermost edges. The circle is part of the security provided by the restaurant. Once the runners sit down and shut the door, Delaney explains that she is in charge of Dunkelzahn's New York security staff. Dunkelzahn has authorized her to contact freelancers in the area with a rep for getting rid of trouble while keeping their clients safe. She needs professionals for crowd control at the Dunkelzahn for President rally scheduled next week at Madison Square Garden. If the runners are New Yorkers natives, she's also interested in their advice. Delaney wants to know who in the metroplex might want to wreck the rally, and she will ask the runners to search through their contact networks. She will ask professional bodyguards, street samurais, deckers, and the like for opinions on how someone might try to sabotage the set-up at the Garden. She promises a flat fee of 25,000 JCAS dollars apiece for consulting fees, and runners who negotiate for more can knock the price up 10 percent per success. Delaney intends to take them to the Garden the following day for a walk-around. Play this job offer out—if the runners live through what's coming next, Delaney will hold them to their word. Then go to **All Chipped Up**, p. 12.

Percy is Delaney's personal secretary. He's wonderful. If the runners should happen to need someone to answer six phones at once while filing papers from the last six months' backlog, but he's not much use when looking down the smoking end of a gun. If statistics for him become necessary, use the Corporate Secretary contact (p. 205, **SRII**). If you need to kill someone at the beginning of **All Chipped Up** to show that the Adventists mean business, Percy has "cannon fodder" written all over him.

DEBUGGING

If the characters are not native New Yorkers, the gamemaster can introduce them into the adventure in a variety of ways. If the characters played **Dry Run** in the **Super Tuesday** adventure set, Carla Brooks can recommend them for just this kind of work. And if the characters have already played **C.O.D.** in this adventure set, their fresh, gung-ho reps as friends of dragonkind might prompt a call from Dunkelzahn's agents.

If the runners' reps are hot, Delaney may offer to fly them out because she has heard they are some of the best in the biz. If their reps are medium well-done, have someone contact them in Seattle for security consulting. From there they join Dunkelzahn's campaign road show, meet Ms. Delaney and go to dinner at the Windows to talk over what else in New York.

If the characters are stupid enough to start a fire fight in the first ten minutes, Delaney does not hire them, and makes a note not to listen to her flier any more. If this happens, it is time for a lecture on when to let go of the guns. If the runners get up to the restaurant, then they cannot make the deal. If they already know that Dunkelzahn is involved, the gamemaster can tip his hand to keep the runners from making stupid choices. No one wants to anger a wyrm, especially one that might soon be the president of the UCAS.

ALL CHIPPED UP

TELL IT TO THEM STRAIGHT

You hear a gentle knock on the door and the waiter steps in with a tray full of dessert—vanilla mousse topped with whipped cream and chocolate sprinkles, followed by your side order of autofire, blood, and nasty gurgling noises.

Oh, drek. It's going to be one of *those* nights.

A woman with an M22A2 covers the left. An ork with steel teeth and an HK covers the right. For the moment, at least, they don't seem inclined to yank the triggers.

"We're in the right," snarls the woman. "Now that you've got a second to look at her, you'll notice that she's decked out in Armante's latest "Effervescence" armored evening gown. The ork looks quite dapper in his Boot Brothers suit; very macho, goes well with the G12 and the muscles. Were they in the restaurant? How come the bad guys *always* get to keep their guns?!

"Hands up, slowly," says Miss Congeniality through her teeth. "Throw a spell, move too fast, and you're chunks. GOT IT?" She looks like she's expecting an answer.

[redacted]

Keep the tension high in this encounter. Don't let the characters talk among themselves. You [redacted] shot. Point out that the M22A2 has an underbarrel grenade launcher and that the woman waving it looks psycho enough to use it in the tiny room.

When Alicia (the psycho-woman) begins her speech, the player characters should realize that she is a religious fanatic who believes that her violent actions will help Dunkelzahn. This should give them pause. Are these the sort of people who will come to power if the Big D is elected?

BEHIND THE SCENES

The Adventists have taken over the restaurant lobby (sound-proof private rooms sometimes have their disadvantages). The waiter is dead, and the dessert and via the scatter diagram (p. 97, **SRII**). Alicia Bayonne and Noah Koh are the two gun-wielding terrorists; they have the job of searching the private rooms and herding their occupants into the main seating area where it's easier to keep an eye on them. Statistics for Alicia appear in **Cast of Shadows** (p. 24); for Noah, use the statistics given for generic ork terrorists in **And No Place to Go**, p. 14. The Adventists have never done anything on the scale of this operation before, and so they are [redacted] very happy. If the runners try to fight back, Alicia will shoot whoever is nearest. At the sound of any gunfire, another five terrorists will come in to reinforce Alicia and Noah.

If the runners cooperate with their captors, Noah leads them into the main restaurant with Alicia bringing up the rear. The runners see eight more terrorists covering the restaurant, most of them

well-dressed. "Fingers" McCallis (see **Cast of Shadows**, p. 24) is among them, scanning the crowd for magic and removing any unmasked spell locks and foci. Forty-one hostages in addition to the runners are crowded into the center of the main seating area.

When the runners have joined everyone else, Alicia starts her spiel.

"Pay attention!" she yells. "We are the warriors of the Whole Earth Adventists. Comply with our demands and you will live. We come to cleanse the earth of corruption, hate, racism and pollution. These will have no place in the coming Golden Age. They must be stopped now, or our children will learn evil from them."

She steps up to a dignified-looking Asian man in a designer suit and stares him down.

"Isn't that right, Mister Hsoi of the Yamaguchi-gumi yakuza?" She walks over to another executive type and gives him the gimlet eye. "And Mister Nodaito of Saeder-Krupp?" She shifts her hard stare to a woman standing nearby. "And Ms. Reilly of Shawave Atomics?"

Alicia steps back and surveys the room once more.

"Changes will be made, starting now. And they will continue when the great wyrm leads us, his chosen people, to the future!"

Following the ranting, Alicia reads from Jaelle Lester's *Revelation* (Read **Sacred Vision**, p. 9, aloud to the players at this point.) Alicia continues speaking for a while; gamemasters may improvise more ranting or summarize, depending on their players' tolerance level for melodrama.

Meanwhile, Delaney goes still and closes her eyes. Perceptive runners notice that instead of sitting like the other hostages, then Ms. Johnson is almost underneath a table, behind the largest runner. She is mumbling to herself, clearly talking on a cyberphone.

After Alicia shuts up and Noah heads to shut off and watch over the elevators, Delaney murmurs unobtrusively to the runners. "I called my boss. If this gets out, Brackhaven and all the Humanis goons will splatter it through the press. You know what that means. People will blame him. He's got some of his most trusted Yrx watchdogs in the Grid. They can probably prevent word getting out for the next hour or two, but we've got to stop this before then. He'll pay you top credit." She grins at the team. "You want a new job?"

During her phone conversation with Dunkelzahn, the dragon authorized Delaney to offer the characters up to 100,000 UCAS dollars each to "defuse the situation." Most characters will realize that this is not a great time to bargain, but if they try, she is willing to raise the fee by 15 percent.

DEBUGGING

The players can seriously derail this encounter by fighting the terrorists rather than complying. If the players seem likely to do so, tell them that the Adventists have a Held Action, which means that they do something at least once before Initiative is even rolled. If the players decide to have their characters attack anyway, make the characters expend Simple Actions to get out of their chairs. Also, remind any runners with cyber-restraints that their chrome won't work. (To release the restraints, the runners must reach the restraint "keys," which are down at the security desk in the building lobby.)

If the runners attack anyway, a few three-round bursts should shut them up. Alicia will back up and fire a grenade (she has to). If only one runner plays troublemaker, feel free to give him or her a Deadly wound. If the runners need to see just how ruthless the Adventists are, Percy is expendable. Make everyone else work under a tight time limit.

If the runners do not accept Dunkelzahn's new offer, let them wait around for a while and then overhear that the terrorists plan to blow the place up. The runners will have to stop the Adventists on their own to save their skins, and they won't even get any money out of it. They can always go back to Delaney and say they've decided to help the dragon after giving it some thought.

AND NO PLACE TO GO

TELL IT TO THEM STRAIGHT

You can't remember the last time you've seen so many suits in one place. Under other circumstances, you might even consider taking a shot at the place yourself. But not now. Right now, you have to figure out some way out of this box.

At least the crazy bitch finally shut up. One more word from her about how pure and sweet and wonderful the world will be when "the voice of the Goddess" gets elected, and you might have taken a nose dive out of one of the windows. Utopia has its good points, of course—no corps, no yaks, SINs and legitimacy for everyone. On the other hand, that'd put you out of a job.

Time to boot up the brain, people. You need to get out of here, get your gear, stop these loons, collect your credit and have one heck of a party. Now if you could just come up with a plan.

HOOKS

If the runners are accustomed to solving things with guns and magic, the adventure could end with this encounter. Weaponless, well-guarded and watched for signs of magic use, the runners need to "think sideways" to form a less-than-lethal escape plan. Encourage creativity; accept cinematic solutions even if they seem a little implausible.

Emphasize the sheer number of people involved. The characters may agree with the terrorists that corporate and organized crime figures are dirtbreath, but does that justify wholesale slaughter? Some of the player characters may like Dunkelzahn, in this encounter pits them against people with a screw loose who are supposedly on the dragon's side. Feel free to stretch out the roleplaying and be prepared to improvise. Introduce some prepared non-player characters. Have people spill their life stories. Make people bond. Take things slowly but make sure the story doesn't bog down.

BEHIND THE SCENES

The characters can get out of the room in a number of different ways. Allow them to plan among themselves as long as they speak quietly. If they talk too loudly or seem to be whispering together for too long, Fingers comes over to break it up.

A distraction is the strategy most likely to work, allowing the characters to sneak past the remaining guards while most of them are occupied. If the runners pull a classic "medical emergency" scam, Alicia and Fingers will check it out. These two are much more likely to act sympathetic toward a metahuman and won't even bother look at anyone obviously corporate- or yakuza affiliated. If the sick act is convincing, several Adventists troop off to find their leader and ask what to do, while Fingers and Alicia stay with the "sick" person. This gives the runners far fewer guards to deal with, and they should easily manage to slip past the two remaining terrorists one by one. The runners may also start fights among the other prisoners, forcing several guards to break up the fights. Distracting Fingers somehow will enable magician characters with invisibility, shapechange or other relevant spells to escape without being noticed. The most effective strategy may be to try several distractions in combination. Delaney and Percy (if he is still alive) will do what they can to help out. If the characters are having trouble, feel free to make the other prisoners potentially useful people—out-of-work Broadway actors, media personalities, members of the Illuminates of the New Dawn and so on.

If the runners try to negotiate with the terrorists, they find some more sympathetic than others. Making a public speech will not work. Alicia will cut them off and the terrorists will present a united front against the player characters. If the characters talk to any of the terrorists alone, have the player or players roll an opposed Negotiation (Willpower) Test. Make them put their argument into words. If all the runners can say is that innocent people will get hurt, the terrorists are unlikely to listen. If the runners point out that terrorist tactics might make people dislike Dunkelzahn—well, maybe the Adventists will listen after the Kamikaze wears off.

Talking to Alicia will get the runners hurt. She wants her moment of homicidal glory, and she's going to get it no matter what.

The runners might convince Noah, though this is unlikely. He harbors grudges against corps and yaks and views this mission as doing the world a favor. Fingers is the most susceptible to manipulation. If the characters make successful Perception (6) Tests, they realize that he envies Alicia her status. If the runners play on this envy by suggesting that Alicia plans to pin all the blame on him if things go wrong, they may convince Fingers to help sabotage the operation.

The seven pickup terrorists are three humans, an elf, two orks and a troll. Two of the humans have cyberware, as do the elf and the troll. At least four other terrorists are wandering around the stairwells and other floors looking for trouble, and there may be even more. (Create enough terrorists to be plausible and give the runners a challenge, depending on the runner team's size and experience.) Use the following terrorist stats. Numbers in parentheses for Body, Quickness, Strength, Willpower and Reaction apply while the terrorists are under the influence of Kamikaze. For humans, Essence in parentheses reflects the presence of cyberware. The Body statistics in parentheses for trolls indicates dermal armor. A dwarf terrorist has the same statistics as Fingers but lacks magic abilities (see **Cast of Shadows**, p. 24) and carries the gamemaster's choice of the gear listed in the terrorist stats. If desired, provide the Adventist terrorists with additional mages, adepts or shamans.

All of the terrorists believe strongly in the Adventist cause, and most of them are on Kamikaze. If the characters delay anywhere from 10 minutes to an hour before talking to them, the drug's effects may wear off. The single dose listed under Gear is all they have left. Between doses, they get irritable—under the influence, they are twitchy as all hell.

Terrorists (7+)

	B	Q	S	C	I	W	E	R	Armor
Human	4 (5)	4 (5)	3 (5)	1	3	6 (7)	6 (5.25)	3 (4)	3/1
Elf	4 (5)	5 (6)	3 (5)	5	3	6 (7)	5.25	4	3/1
Ork	7 (8)	4 (5)	7 (9)	2	3	5 (6)	6	3 (4)	3/1
Troll	9 (10, 11)	3 (4)	8 (10)	1	2	3 (4)	5 (4.5)	2	3/1

Initiative: Reaction + 1D6 (+2D6 on Kamikaze)
Threat/Professional Rating: 3/4
Skills: Car 2, Day Job Skill 2, Etiquette (Street) 4, Firearms 5, Interrogation 3, Negotiation 4, Unarmed Combat 4
Cyberware: Level 4 Datajacks, Smartgun Links
Gear: Boot Brothers Armored Suit, Heckler & Koch G12A3z (.32/clip SA/BF/FA 8M, w/Integral Gas Vent II, Shock Pads, Laser Sight and Smartgun Link (for cybered terrorists)), Gags, Metal Restraints, Micro-transceivers (unencrypted), 1 dose Kamikaze

DOWNSTAIRS

Once the runners get out of the restaurant, they must figure out how to stop the terrorists' operation. But they'll probably need to get to the ground floor and rescue their gear from the lockers first. Noah has control of the service elevator—the terrorists sent the six regular elevators to the ground floor and then shut them all manually (the switch is physically off, so no one can grab control via the Matrix). If the runners do not want to attract lots of unwanted attention by going through Noah, they have to take the stairs down. However, the stairs are for emergency use only. Opening a door [illegible] character has no Microtronics Toolkit or similar gear, the target number rises to 8. Walking down all the stairs takes about an hour; jogging takes half an hour, and whipping by takes fifteen minutes. A conjured spirit with movement power will come in incredibly handy. Characters without two cyberlegs must make 3 successful Athletics (5) Tests to resist Light Stun Damage. Going up the stairs all the way to the top floor causes three 5S Stun wounds, which characters without cyberlegs must resist the same way.

Dunkelzahn's deckers have intercepted the Adventists' every attempt at communication and control, dumping the Adventist's decker from the building's system several times. After a few failed attempts the decker will give up and tell one of his fellow terrorists to go outside and make a call from a public terminal. This command will be relayed to all the Adventists, and so the runners have a chance of overhearing it whether they are in the restaurant's main room or conveniently close to one of the terrorists. Whether or not they do anything about this information is up to the players.

Feel free to invent any number of encounters for the runners on the way down to the lobby. Some of the terrorists may be posted at random intervals along the stairs, and the characters must either sneak past them or kill them without alerting any-

Change of Art

Ground Floor Heavies ("Chunk-Style" and "Napalm")

B	Q	S	I	W	C	E	R	Armor
5 (6)	5(6)	5 (7)	3	5 (6)	3	[illegible]	[illegible]	[illegible]

Initiative: 4 + 1D6 (+ 2D6 on Kamikaze
Threat Professional Rating 3/4
Skills: Armed Combat 2, Athletics 3, Car 3, Demolitions 2 (Plastic Explosives 4), Etiquette (Street) 4, Etiquette (Underworld) 5, Firearms 5, Gunnery 3, Rotorcraft 2, Unarmed Combat 2 (Boxing 3),
Cyberware: Cybereyes with Low Light and Flare Compensation, Smartgun Links
Gear: Securetech Armor Jackets w/helmets (5/3), Ares MP with "No Smoking" written on its side (LMG, 500 rounds of explod ing ammo (belt), BT/IA BS w/Tripod, Gas Vent II and Smartgun Link), Ares Predators (Heavy Pistols, 15 (clip), Sa, 9M w/Smartgun Links), Ballistic cloth Duffel Bag (adds bal stic/impact Armor Ratings of 3/3 to anything inside), Micro transceivers, Pocket Notebook, plus assorted gear taken from the Knight Errant security guards
Note: Because of their Kamikaze addiction, these Adventists have only eight boxes of damage to be filled in on their Condition Monitors. Additional Essence loss also comes from addiction to Kamikaze

DEBUGGING

If the runners make no effort to escape, blow them up and get them out of the gene pool. If they try but screw up because of lousy dice rolls, fudge things to let them succeed. In this adventure, it's the thought that counts. Feel free to make escaping as hard or easy as you like. For players who like puzzle solving, make getting out the key. For die hard roleplayers, allow time for interaction between the runners and the other characters, both prisoners and terrorists. Play up the feeling that getting caught equals death. If a runner tries something like Magic fingering a gun his way, the terrorists have an obvious reason to kill the runner to whom the gun flies. Subtlety keeps the runners alive.

If the runners let things drag on forever, let the terrorists message get out to the media. No cops will come to help, as one of the Adventists' demands is that no cops show their faces within six blocks of the Empire State. They have warned that if anything funny happens, hostages will start dying and furniture will start plummeting out of seventieth story windows into traffic.

If the characters miss Chunk Style's paper but search the first floor directory, they will see that the building security office is located on the fourth floor. Possible other clues that the security office is the next place to go include guard logs that list the security cameras' location, the security manual for the Empire State Building Matrix Log, and so on.

If the runners do not bother searching the Adventists and simply walk out the door, the building goes boom half an hour later and Dunkelzahn arranges for an investigation. His agents already know the runners, fixer, and his lackeys will make the runners wish they had never been born. Smart runners can anticipate this outcome. If the runners head back up and assault the restaurant without finding out about the bombs or the security center, play it through. If the Adventists in the security center hear a scuf

fle over the transceivers, they send a few folks to see what's going on. If the runners are doing too well, the Adventists try to bail first via their advertising blimp and then by foot if all else fails. Once they are safely out of range, they will blow the building, and woe betide any runners still inside.

CHANGE OF ART

TELL IT TO THEM STRAIGHT

Next time you see one of those Stairs O'Strength photocopiers, you're going to shoot the tod. You pause and rub your aching thighs. From now on, you're only going to insist on meeting potential clients in single-story buildings. At least these freaks left the lights on — the better to spot trouble coming, you'd guess. You wander down the well-lighted hallways, following the enameled plaques that point the way to the security center. [illegible] cliché from those old war trids—"It's quiet. Too quiet."

At the end of the fourth floor hallway looms a plasteel door pocked with bullet holes. Bloodstains dot the floor. The security camera stares at you like an unblinking eye as you approach.

HOOKS

How the characters get to the fourth floor is unimportant. If they take an elevator, they must first switch it on; alternatively, they can take the stairs. On the way up they should run into a few tense and even violent moments, restrained or not. Wandering terrorists make for a fun, action packed stairwell chase; the tension of walking through an eerily empty building without knowing what may happen will also keep the characters on edge.

Play Arthur with charisma and conviction. He is an evangelist of truth; his truth, at least, and believes so strongly in the rightness of his cause that some runners may be tempted to join him. Though Arthur is not the real power behind the Adventists, he is in charge of this attack and knows it. Arthur is the "voice" of the team, the one assigned to make the big speeches for the media. He is on the spot in the security center so that he can start talking the minute Dunkelzahn reaches the trid networks. As the Adventists see it, the whole venture is worthless without media coverage.

The runners' appearance will not blow Arthur's cool for much. Don't take too long with the combat in this encounter; save the big fight for the end. The real moment of horror should come when the runners realize that they are almost too late already.

BEHIND THE SCENES

Inside the room is the heart of the operation — [illegible] Arthur Quarach and David "Pokerface" Ryan, a decker who is working frantically to re-establish communications with the outside world. Arthur's statistics appear in **Cast of Shadows**, p. 25. Blood and Blade, two hired street punks who think they're samurai, stand watch at the door. They have been keeping an eye on the security camera, and so if the characters bust in, Blood and Blade will be ready for them. If the runners knock on the door and bluster their way in or do anything other than burst in with guns blazing, Blood and Blade will fall for any line the characters feed them.

Pokerface is concentrating on his job to the virtual exclusion of all else. He does not enjoy killing people half as much as he used to do, and Dunkelzahn's agents in the Matrix have continually frustrated his efforts. They have crashed his deck a couple of times and now the big D's friends have gone after him with Black IC attack programs. He wants out of here, but he remains professional.

David "Pokerface" Ryan

B	Q	S	I	W	C	L	R	Armor
3	4	4	5	5	4	3	4	4

Initiative: 9 + 1D6

Hacking Pool: 9

Threat/Professional Rating: 5

Skills: Athletics 2, Car 2, Computer 5, Computer B/R 2, Computer Theory 4, Electronics 3, Electronics B/R 2, Etiquette (Matrix) 4, Etiquette (Street) 3, Firearms 2

Cyberware: Datajack (Level 4), Headware Memory (150 Mp), Hot Sim, Image Links (4), Soft-link (4 ports)

Gear: Fuchi Cyber-4 (MPCP 4/3, A 3, S 3/3) w/Response Increase 1, Loaded a general array of programs (most of them burned—your runner's choice), Lined Coat (black leather with a dragon [illegible] Level 4 Skillsoft (Firearms, Unarmed Combat, [illegible]s), Ruger Super Warhawk (Heavy Pistol, 6 [cylinder], 9 [1]M, w/50 rounds belt fed explosive ammo around Ryan's [illegible]

Blood and Blade

B	Q	S	I	W	C	L	R	Armor
[illegible]	4	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]

Initiative: [illegible]

Threat/Professional Rating: [illegible]

Skills: Armed Combat 3 (Edged Weapons 5), Bike 2, Car 3, [illegible] (Street) 3, Firearms 5, Unarmed Combat 3, [illegible]s 5

Cyberware: Cybereats w/Hearing Amplification and Sound [illegible], Cybereyes w/Low-Light and Thermographic, Datajack, [illegible], Hand Razors, Smartgun Link, Wired Reflexes 1

Gear: Armored Jacket (5, 3), Ingram Smartgun (SMG, 32 (clip), [illegible]A, SM3), Knife (5STR/L Damage), Micro-transceivers, Sim [illegible] w/Chip (*The Dragon Warrior*), Steel Knuckles (5STR + 1/M damage), 2 doses Kamikaze (which they won't touch)

Though taken aback by the runners' appearance (which indicates an unanticipated hole in his operation), Arthur realizes that a head-to-head fight will only get everyone killed. He will remain seated, greeting the characters as though he had planned on them all along. Quote or adapt as much of the following speech as you need, or create a new speech along the same lines. Arthur is counting on the fact that most SINless types like shadowrunners (and most metahumans, assuming there are metahumans on the team) tend to be on Dunkelzahn's side, and so may be less inclined to regard his words with skepticism.

"Hoo." Arthur greets them. "Glad to see you made it out. We never intended to hurt anyone except the soulless corporate types you usually hurt into up there. I got pretty upset when I realized that we'd trapped some innocent people up there with them. As a matter of fact, I was going to tell Alicia to let the innocents go in just a couple of minutes."

Arthur is lying, but at the moment he has nothing against the runners (unless they have already killed some of the terrorists on their way here) and is willing to let them go. The Ares d'etat intended to kill corporate and organized crime VIPs—other casualties are just collateral damage. He continues in a lowered voice, trying to make the runners feel included in the conspiracy.

"I hate having to do this, but you know how it is. Sometimes things just have to be done to make a point. When Dunkelzahn becomes president, we're going to see an incredible change in this world. The corporations will be run by real people, interested in something other than profits. The SINless will finally have a voice again. Metahumans will be given the equality they deserve. The UCAS will finally remember its promises to its citizens that they will always live in the freest nation on Earth, where they can trust their government and each other." He shakes his head sadly. "But some people just can't see this. They're too blinded by years spent in the corps, by the cold mechanistic values of modern life—work, profit, efficiency. These people will only drag the future down. Good people can't let that happen. So today we're striking a blow for Dunkelzahn and all of our futures. We're showing the world that the great dragon and the Whole Earth cannot be beaten by the power of money."

If the characters seem at all sympathetic (meaning that they refrain from shooting him), Arthur tells them that they are free to leave and asks if they would mind just making a few phone calls to some of the local networks once they get outside. If they hesitate, he offers them 1,000 nuyen each "for their trouble."

At this point the runners must make a choice. If they stick with working for Dunkelzahn, they are putting themselves at greater risk, but for a greater payoff. If they take Arthur's offer, they turn a small profit, get out with their skins intact (at least for now), and help a cause for which they may have some sympathy. If they do choose to leave, Arthur allows them to go. He knows he cannot ensure that they will make the calls, but he is willing to take that risk. The runners, of course, are taking a risk of their own; double-crossing a dragon is never a good idea.

If the runners stick with their original job, they have several options. If they shoot Arthur, the remaining three terrorists will fight, but the runners should easily overcome them. If all four terrorists get killed, the runners can find additional clues to the terrorists' plans by searching the room. They will find a shorthand plan of operations, which notes that the bomb is to be placed in the maintenance room at the top of the building, but does not say precisely where or how to detonate it. They may also find Pokerface's Demolitions skillsoft, which any runner with skillwires can use. (This find will come in handy later, in **Boom With a View**.)

If the runners knock or chase away Pokerface and the two samurai and then interrogate Arthur, he stays quiet until the runners achieve 3 or more net successes on an opposed Interrogation (Willpower) Test, use a mind probe spell or apply some other form of pressure that the gamemaster deems workable. Arthur then tells the runners the bomb is in the maintenance room, but he

does not know how to d sarm it He tells them it is due to go off [illegible] exaggeration, but he hopes it will make them [illegible]

If [illegible] s leave without killing Arthur, he alerts the rest of [illegible] rorists that shadowrunners are loose in the building He will order his compatriots to get out and then [illegible] the countdown If Arthur is killed, the other terrorists will set off the bomb the next time they check with him and get no answer DO +15 [illegible] characters leave the security center

DEBUGGING

If the characters blow their way through everybody and do [illegible] speech or search for the plans, that's their loss The terrorists will blow [illegible] place sky high in D6 + 15 minutes and the runners will have to deal with the consequences

If the runners accept Arthur's offer, well Dunkelzahn already knows their names and their fixers As might be expected of a teed off dragon, he will take revenge The runners better have solid alibis and the safest of safe houses, or they're dead

This scene can play out in several different ways Don't sweat it too much if the characters kill Arthur before he gets to speak or do something totally unexpected The plot will go forward regardless, as soon as the first terrorist gets no response from a call to Arthur, things go boom

If a decker among the runners wants to try decking in to find out what the Adventists have been doing or take control of the building security, the gamemaster can handle it in a couple of ways. Delaney may have warned the runners not to try decking because Dunkelzahn's deckers are waiting to dump anyone who tries anything Alternatively, the team decker can do some fast talking, letting Dunkelzahn's team know that Polterface is no longer a problem Dunkelzahn's deckers will hang around in case the team decker's communication is a ruse but will make no hostile moves unless the team decker does something to arouse suspicion. If the team decker decides to fight, give Dunkelzahn's deckers statistics at 1 to 3 points higher than the player character decker The Big D's deckers are equipped with Tairight Excaliburs and state of the art programs per **Virtual Realities 2.0**, they Dunkelzahn only hires the best! The gamemaster decides how many deckers are actually on patrol outside the Empire State Building node

A BOOM WITH A VIEW

TELL IT TO THEM STRAIGHT

Watching the numbers on [illegible] elevator scroll up has never been this gratifying. You don't know how much longer you've got before the bomb's gonna blow—if you had to walk [illegible] the way back up, you'd never hack it in t

You sl[illegible] the trigger of your gun [illegible] posted upstairs watching the elevator, they're going to be ready for you You're beginning to feel like the rope in an all troll tug of war You're still [illegible] what to do when you finally find the thing, but you'll think of something You have to

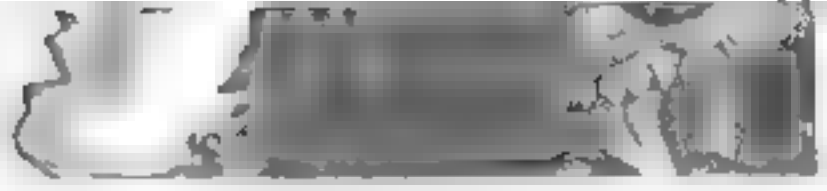
When the runners reach floor 100 (Maintenance), read the following aloud.

You exit the elevator and see a single [illegible] of you. A smell of burnt oil and the grating noise of whirling machinery pour [illegible] ng on your ears You approach the doorway and see a massive tangle of pipes, gears and turbines Finding a bomb in that mess could take hours—but you've only got [illegible] utes

When the runners step inside the maintenance room, read the following aloud.

The whole floor is just one big room Great This'll be like searching for a snitch in a dragon hoard Wait a sec—did you just see something move?

You did see something move What the hell is that thing over there? You have to look twice before you realize it's a human woman, bent over a couple of wires and fiddling with them Her



...kin is mottled gray with livid red lumps, some of which are ooz... She has no hair, and her scalp has the same wasp-nest look as the rest of her skin. One of her arms is dull metal; the other ...

...q... in a voice that sounds like rusted metal cyberware be...ng ...m a flesh socket.

"W-w-what the f-f-fuck do you want?"

HOOKS

Get out a stopwatch or an egg timer and start it. This ... is the typical stop the bomb while you watch the ... countdown. The runners have seen it a million times in ... movies on the tel... now they have to live it.

Danger. No time to think. Must act quickly. Play up the fact ... the runners have no idea how b...g the bomb is or exactly ... it will go off. They only know that the Big Bang will hap... soon. Everything hinges on this scene. If the runners don't get to ground zero in time, they might as well have saved them... that long walk downsta...s—they're dead, along with ...ryone else in the bu...ding. Talk quickly and in short sentences. Make the players understand that time is their enemy and the enemy isn't stopping.

BEHIND THE SCENES

To reach the maintena...ce floor, the runners have three ... the stairs all the way from the lobby, the regular elevat... or the maintenance elevator. The maintenance room is on ... 100—it's marked on the button consoles of the regular el... ... and the maintenance elevator, so the runners should have ... problem finding it. The maintenance elevator also goes up ... Floor 102—the roof, which contains various antennae and sa...llite dishes. If the characters call the maintenance elevator ...s it reacts right away, and the Adventists may start plugging ...nocents.

The maintenance room contains various pipes, fuse boxes ... machinery. Aside from the door next to the elevator, the only other exit in the maintenance room opens to an emergency stairway.

The woman in the maintenance room fidd...g with the wires is Eden Harper, a freelance demolitions expert hired by the ...ists for the occasion. For the purposes of this encounter, ... action by the runners—attacking Harper, yelling at her and so on—starts a combat round. Harper's job is arming the bomb, so ... will take time to fire at the runners only if they are on her first. If Harper survives more than one combat round, she will take 3 Simple Actions to activate the bomb's timed detonator. If the runners do not initiate a combat round while she fiddles with the bomb, she needs only 2 Simple Actions to activate it. Player characters can wrestle her away from the detonator controls using ... Unarmed Combat or Strength Test (Grappling-based modifications apply).

If Eden successfully starts the bomb countdown, one of the ...ners must achieve 2 or more successes on a Demolitions, Si... or ... Sciences (Electronics) Test to disarm it. Somewhere in ... maintenance room is the detonator for several smaller charges ... at intervals around the top floor. The maximum number of charges is thirty; the gamemaster determines exactly how many there are, depending on the power of the player group. These charges plus the big bomb will blow the top off of the Empire State Building. All of the explosives are C-13 Grade A m...tary bang-bang, connected in a se...ies and hooked up to a timer—no sense having a radio detonator if you plan to be several blocks away when it goes off. The timed detonator is set for fifteen minutes. The runners should start ask...g themselves just how long it took them to run down all those stairs—and how much long...r it will take with a crowd of people.

If the characters take off immedia...ely to save themselves, they can get clear of the collapsing tons of rubble from the top fifteen flo...s or so. Have them make Athletics Tests to increase their running multipliers, but any runner can escape falling ferrocrete and steel unless he or she has a Qu...kness of 1 and no Ath...ics Skill. Trying to herd the people out of the restaurant and down the stairs slows everything down. Some of the hostages are fa... some slow, they get in each others' way, have heart attacks, trip and so on. Forty-one people can fit in the elevators. If the characters have turned on all six, it takes th...ee minutes for an elevator to go each way top to bottom, and about a minute and a ha... to get everyone out of the restaurant.

If a runner is st...ll near the bu...ding when it blows, he or she takes 12D damage and gets pinned under rubble. Armor does not mitigate this damage. Any runners still on the top floor nea... the bombs are dead. (When you're 100 plus floors up at ground zero of a huge explosion, do you really need to bother making that ...e roll?)

If shots are fired within ea...shot of the maintenance room or Eden, in a nearby stairwell, and so on, Eden tips off the Adventists to trouble via her comm...k w...h the ter...ists in the restaurant. Noah will come to investigate with a sma... group of followers (whoever is left alive from the terrorists wandering the floors). The terrorists left in the restaurant will notify the riggers stationed on their getaway blimp to get ready for the pickup. Go to **Bullets Over Broadway**, p. 20.

DEBUGGING

If the runners searched the security center in **A Change of Air** (p. 16) and found Pokelace's Demolitions skillsoft, any character with skillwires can use it to defuse the bomb. If none of the runners have skillwires, or Demolitions, Electronics or Physical Sciences skills, they can try defaulting to the skill web or try coercing Eden into disarming the bomb herself. The latter will require some convincing roleplaying or a successful Negotiation Test against a Target Number of 11 (Eden's Willpower + Intelligence). A bribe or the promise that Dunkelzahn might help her in some way reduces the Target Number to 9.

If Eden dies, the runners must try to shut off the bomb by themselves. If they fail in their first attempt, tell them that the timer speeds up. If they blow it badly again, well, it's time to run and they have a dilemma on their hands. They can try to get everyone out of the building, but the Big D will still be blamed for blowing up the Empire State. That outcome won't make the dragon very happy.

BULLETS OVER BROADWAY

TELL IT TO THEM STRAIGHT

The night wind coming down the stairs hits you like the hot damp breath of something foul. Even up here it reeks of petrochem fumes and dockyard pong on the observation deck is one flight up, and you know those maniacs are up there.

When the characters reach the roof, read the following aloud:

You're wired as high as it goes, ready to take on a flock of terrorists because it's the last chance you'll get. Still, the dragon that floats into view from beneath the roof ledge gives you a start.

Wahaveeva! The giant silver and blue head of Dunkelzahn is just the picture on the side of the monstrous advertising blimp rolling around in hi-res ruthenium polymer display. As you deploy across the rooftop and look down toward the observation deck, you see what's going on. The terrorists have cut through the old steel fencing around the edge of the deck—a big section of the fence is lying flat on the deck. A thick strand of mooring cable leads up to the back of the blimp; the web gets strapped to all the terrorists' waists, giving you the first clue about their chosen means of escape.

You see the scene with extra clarity, as if you'd suddenly developed super vision. Terrorist goons all over your buddies, spreading out across the rooftop, the guy in the cockpit underneath the dirigible pinning you with his metal-blue eyes. As the dirk storm hits, you hear a sound above the wind—a high-pitched electric whine.

HOOKS

This is the big shebang. Keep the action fast and furious and scare the living dirk out of the runners. Make the combat flashy. People who get hit go spinning off the roof and plummet to messy deaths. Play up how ungodly scary weapons fire is when getting hit means splattering on the cold, concrete ground 100 floors below. Streams of tracer ammo as bright as laser beams rip across the sky, concrete gets blown apart, and the guns are firing so fast that individual shots get lost in one vast ripping sound. Lots of explosions. Runners climbing into the blimp and shoving people out. This encounter should be one big rush of fear and exhilaration for players and their characters.

BEHIND THE SCENES

No matter how fast and quiet the runners have been up to this point, Alicia knows by now that there is a problem. Any number of things may have tipped her off: the lobby crew or security center team not checking in, Arthur not responding to a call, Noah spotting the maintenance elevator being called by persons unknown, possibly even dead Adventists all over the building. If nothing else, she will know for sure something's up when Eden screams a warning into her headphone.

As soon as Alicia realized that things were not going to go exactly as planned, she radioed for the blimp. By the time the runners reach the rooftop or the observation deck, she is on the deck. Before leaving the restaurant, she will send one terrorist to find the runners and to help Noah, if he is still alive. Use the statistics for a generic human terrorist in **And No Place to Go, p. 14**. After dealing with Noah, the characters have the following handful of options.

RUNNING AWAY

Once the runners (or Eden) disarm the bomb, they may decide to bail out. If they do, they get no big dollar payoff—that's what happens when you leave your contact in a room full of terrorists. Sometimes, however, discretion is the better part of valor.

(And they did keep the Adventists' scheme from succeeding (or did they?).

GOING TO SEE THE WORLD (FLOOR 101)

If the runners decide to return to the restaurant after disarming the bomb and detonators in the maintenance room, they must go up one floor via the stairs or an elevator (regular or maintenance). Both the elevators and the stairway open into a small hallway, which contains the entrance to the restaurant and the observation deck door. The deck door opens to a short stairway that leads to the observation deck. The door has been propped open and a lone terrorist is covering the exit. (Use the statistics for a generic human terrorist, p. 14 of **And No Place to Go**.)

If the runners enter the restaurant, Downey will greet them and tell them that the hostages are all okay aside from a few bruises, welts and black eyes. She offers to escort the people out while the runners go after the terrorists. The runners can decide to leave with the hostages if they have taken too much damage, or if they feel that the odds are too heavily against them. If so, they won't get their fifteen minutes of fame, possibly a few contacts from among the hostages (favors like saving lives get rewarded), and (of course) the usual questioning by local authorities. Dunkelzahn will pay them in full, but they will have earned themselves a prominent place on the Adventists' hit list.

GOING TO THE ROOF (FLOOR 102)

If the runners enter the maintenance elevator at any time (either to hide or to ride it somewhere), they will see a button for floor 102, ROOF. If the runners select this floor, the elevator opens to a small room that contains the building's elevator machinery, as well as an exit onto the rooftop. This exit is used by workers who maintain the Empire State's antennae and satellite dishes. The antennae, satellite dishes, and small room on the rooftop give the players cover, as well as a clear view of the terrorists on the observation deck. The Adventists' rigger, Plastic Boy, will notice them if they fire on the rest of the Adventists. He will respond by opening fire on the runners with the blimp's minigun.

GOING TO THE OBSERVATION DECK (FLOOR 101A)

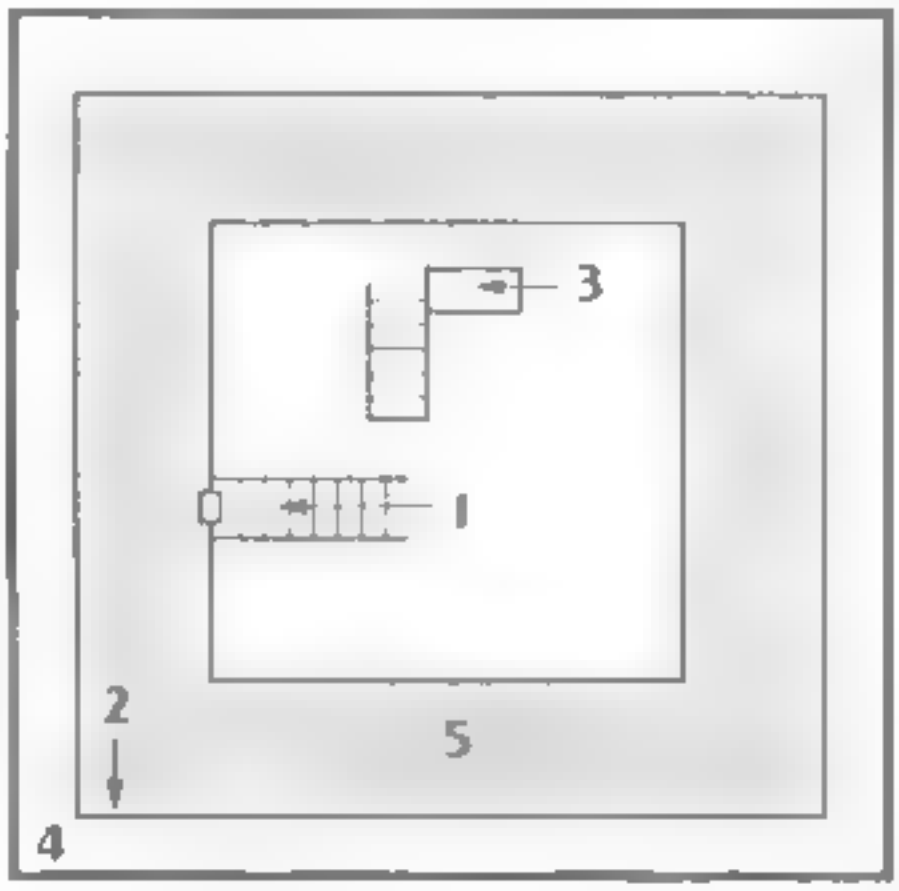
The runners can also head straight for the observation deck on floor 101a. They can reach the deck via the observation-deck door and stairway (see **Going to See the World,**). After dealing with the lone terrorist left to guard the deck door, the runners can take on the rest of the gang (however many are left alive). Now the real fun begins.

The Adventists planned to escape via the Dunkelzahn for President blimp for several reasons. Advert blimps stay low enough not to interfere with commercial and private flights, and

OBSERVATION DECK

Floor 82

1. Stairs up from 10
2. Plexiglass Protection
3. Elevator
4. Sloping Roof
5. Observation Deck



TOP VIEW

SIDE VIEW

Stairs

Door

so the blimp is practically invisible to most anti-aircraft sensors. Also, the blimp can change its advertising in a second and mix it with other advertising blimps roaming over downtown New York. Finally, no cop in his right mind will shoot a blimp over the city. If the Adventists get tailed by a police chopper, they plan to blast it to bits. Going out by ground means they have to get through the cops surrounding the area, and the Adventists want to avoid that kind of complication.

The blimp rigger is nicknamed Plastic Boy (use the Rigger archetype, p. 59, SR 4). A staunch Adventist, Plastic Boy does not want to see his friends hurt, which can work to the runners' advantage. Plastic Boy will fire at anyone flying on his friends or trying to stop them, but he will not shoot just anyone. He is especially careful to avoid people dressed in suits or gowns, unless he is certain by their actions that they are the opposition—the terrorists are still all dressed up, and Plastic Boy does not want to plug any of them by accident. Though he can pick his targets pretty well, he will skip anyone in melee combat range of the Adventists. The blimp's center is ten meters off the edge of the observation deck. Blimp statistics are provided at the end of this section.

The terrorists' main goal is to get away. Each takes a Simple Action to hook himself up to the mooring cable, another Simple Action to clamber up the stone lip around the edge of the roof, and a Free Action plus a successful Willpower (4) Test to throw themselves off the building and toward the blimp.

Grabbing on to an Adventist and going over the edge requires a Strength (8) Test for anyone not hooked to the mooring cable. Failure sends the runner on a long, skidding drop down the somewhat steep ledge to the stone lip. If the runner makes successful Quickness (5) and Strength (4) Tests, he or she can stop the roll and slide number before going over the edge. If not, the runner had better be able to fly, because only a miracle will save them from a quick trip to the pavement.

A character can hold on to an opponent with one hand per success achieved on the Strength (8) Test. Three or more successes means that the runner's legs are locked around his opponent and his hands are semi-free. Terrorists can try to shake a runner off with an opposed Strength or Unarmed Combat Test, throwing off one "hand" per net success. Runners on the end of a cable cannot be hit by the minigun. Climbing up a cable takes two Complex Actions and a successful Strength or Athletics (5) Test (normally it would take more time, but the crank starts to reel in on Plastic Boy's first action).

Shooting a cable requires a successful Firearms Test against a base Target Number (2). The target number drops to 4 if a character first takes a Simple Action to grab a cable and hold his gun up to it. One success or more on this test cuts the cable. Any attempt to shoot someone dangling off the end of a cable takes a Target Number (6). All modifiers except those for distance apply.

Picking Up the Pieces

Zeppelinwerke Advertising Blimp

Handling	Speed	B/A	Signature	Autopilot

Seating
Access
Notes

DEBUGGING

PICKING UP THE PIECES

... provides an excellent opportunity for gamemasters ... ongoing NPCs into their campaigns. The rich, the ... the hot-dog runners, the mobs, the policlubs — anyone ...

... the terrorists attack and may well approach the runners ... they are all trapped together under the Adventists' guns ... may start talking to one another, strike up conversations ... inane topics, confess secrets because they expect to die and so ... NPCs who survive can be well disposed toward the runners ... saving them or hate them for trying to play hero and getting ... survivors still in the bunch killed. Excelsior can serve as a prelude to many adventures.

If any of the Adventists survive, they hate the runners' guts. ... are not particularly expert terrorists, but Alicia, Noah, Forgets-Arthur all have a good chance of finding out where the runners ... and leaving something under the hoods of their vehicles. They don't care about percentage; revenge is one of their favorite pas... particularly in Alicia's case.

If the player characters duck out early to save their hoops—... they hit the lobby or talk with Arthur—they get no cash rewards and no peace for the rest of their days. The great ... will exact revenge against the street scum who failed him. ... got a lot of innocent people killed, and dragons are notorious for their patience. It may take time for Dunkelzahn to deal ... them, but the runners' lives will not be worth an old time ...

NEWS

Depending on how the runners handled things, they may get ... for the terrorist attack, the destruction of the top fifteen ... of the Empire State Building, and the deaths of several ... innocent people down in the Garment district of New York ...

... pull everything off right and the crowd vouches for them, ... may temporarily be hanged as heroes ("fifteen minutes of ... for everybody!"). Such notice may make future employers ... to hire them or nervous about them.

If the runners really foul up and the terrorists get away clean, ... Enant will need someone to blame ... and guess who they'll pick? Hey, here's a cybered mog in the wreckage ... you ... SIN, boy?"

The result of the attack will be the opposite of what the terrorists hoped to achieve. Dunkelzahn will look bad, the incident will simply remind everyone forcibly that the dragon is not a ... or anything that resembles one, no matter how much time he spends in human looking form. His staff will go into damage-control mode, disowning the Adventists as a bunch of freaks who should be punished to the full extent of the law. VP candidate Kyle ... will make more and more appearances on Dunkelzahn's ... and Dunkelzahn will appear only in human form until other news bumps this incident off the evening news.

MONEY

If Ms. Delaney lives, she will pay up as agreed. She will be very impressed if all turned out well, and the runners' job at the Madison Square Garden rally is practically guaranteed.

If the runners took off with the blimp, Lone Star, Knight Errant, the UCAS military, and Dunkelzahn's agents will assume they are connected with the Adventists no matter what actions they took in the building. All four groups will be tracking that baby and are bound to catch up with the runners eventually. If the runners explain that they simply intended to land it in a safe place away from downtown NYC, Delaney will vouch for them (on her boss's behalf). They will also get a reward from the people from whom the Adventists originally rented the blimp—up to 10,000 UCAS dollars plus free rides. ("Did you ever have an aerial view of an Urban Brawl game?")

If the players decide they want to keep the blimp, they won't find it easy to hide. Its base price is the same as a Goodyear Commuter 47 LTA (p. 58, **Rigger Black Book**) but fencing it is difficult. Delaney will deduct the price of the blimp from the total Dunkelzahn owes the runners.

The Big D's deckers have buried Poseface's cyberdeck beyond recognition, so it is useless to the runners. If the runners get away with some of the C-13, the base price for fencing it is 1,000 nuyen per bio, with a Street Index of 5. If they sell it in New York, there is a 50 percent probability that it will end up back in the hands of the Adventists.

AWARDING KARMA

Award team Karma for the adventure as listed below. Award actual Karma according to standard rules (p. 199, SRII).

Surviving	1 point
Threat*	2 points
Disarming the bomb	1 point
Fewer than 2 innocents die	1 point
Terrorists don't escape	1 point

*Ignore this award if the runners leave the building the first chance they get.

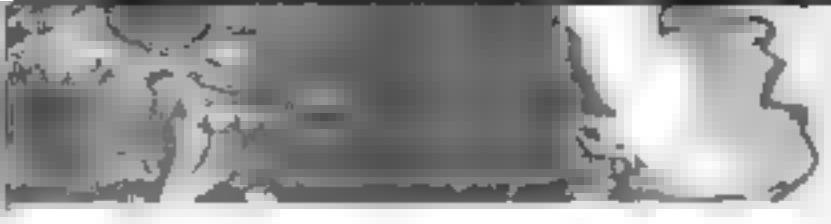
In addition, reward player characters for playing up the drama. If any runners get into long, taunting conversations with Alicia over mic-to-transceivers, drop a penny out the window to nail one of the heavies sixty floors below, or ask to be beaten up in place of the "innocent" folks, they should get Karma. Make this your group's adventure, not the stock action movie everyone thinks of when they hear "terrorist" and "skyscraper" in the same sentence.

CAST OF SHADOWS

Characters are listed in the order that they appear.

MARTHA DELANEY

A competent woman in her late thirties, Martha Delaney has worked for Dunkelzahn only for the past year or so, since he



became a UCAS citizen. She has grown to respect him immensely, not just as a dragon but as a person and a sincere, caring boss. Before joining the dragon's staff on the organizational side of things, she worked as a Knight Errant semi-cop and is at home with the nuts and bolts of security despite her somewhat corporate appearance when the runners first meet her. She is a tall African American woman with a pleasantly low pitched voice and a commanding presence.

Martha has two children, ages four and two. She "retired" to an office job for their sakes and is very worried about what will happen to them if she is killed. Therefore, she will let the runners do most of the dealing with the terrorists to avoid drawing their attentions, though she will help if asked.

Attributes
- Body: 5
- Quickness: 4
- Strength: 4
- Charisma: 4
- Intelligence: 4
- Willpower: 5
- Essence: 2.8
- Reaction: 4 (6)

Initiative: 4 (6) + 1D6 (2D6)
Combat Pool: 6
Threat/Professional Rating: 3/3
Skills
- Armed Combat: 4
- Athletics: 3
- Car: 3
- Computer: 3
- Etiquette (Corporate): 6
- Etiquette (Street): 3
- Firearms: 5
- Negotiation: 5
- Unarmed Combat: 4

Cyberware
- Datajack
- Smartlink
- Telephone
- Wired Reflexes: 1

Gear
- Zoé "Retrovision" suit
- $5,000 credsticks (1 per runner)

ALICIA BAYONE

At 28 years old, Alicia is the guts and guns of the Arkventist operation. She believes that with the dreary life she's led, utopia has to be just around the corner, and she will kill to get it. As Mafioso's daughter gone bad, she grew up materially comfortable but emotionally starved and soon learned that violence got her assorts of sympathetic noises and reform schools rather than prison. She sees other people as tools—no one has yet gotten close to her, and probably no one ever will. She has channeled what little remains of her vulnerable side into achieving "spiritual fulfillment" by helping to usher in the new Golden Age. The fact that her fulfillment requires other people to die does not strike her as immoral or even inappropriate.

Tall and muscular, she cuts an imposing and attractive figure. Her charisma, however, stems from her intimidating manner and willingness to lead by example because she has little else in her life not from any softness or pleasantness.

Attributes
- Body: 5 (6)
- Quickness: 5 (7)
- Strength: 4 (6)
- Charisma: 4
- Intelligence: 4
- Willpower: 6
- Essence: 1.6
- Reaction: 4 (9)

Body Index: 1.6
Initiative: 4 (9) + 1D6 (3D6)
Combat Pool: 8
Threat/Professional Ratings: 5/4
Skills
- Armed Combat: 3
- Athletics: 4 (Cardiovascular 6)
- Car: 2
- Demolitions: 2
- Electronics: 1 (Hot-wiring Vehicles 5)
- Etiquette (Underworld): 5
- Etiquette (Street): 3
- Firearms: 6
- Gunnery: 3
- Leadership: 4
- Unarmed Combat: 3 (Kyokushin ka: kotate 6)

Cyberware
- Cybereyes w/ Flare Compensation, Low-Light, Thermographic
- Plastic Bone Lacing
- Smartlink
- Retractable Hand Razors w/ammo-fed Dikote Blades: STR + 2 M
- Wired Reflexes: 2

Bioware
- Muscle Augmentation (2)

Gear
- Colt M22A2 (Assault Rifle, Gas-Vent I, shock pad, 40-clip): SA/BF/FA, 9M, w/smartlink and 3 extra clips of explosive ammo, underbarrel grenade launcher w/6 offensive grenades (10S)
- Colt Manhunter (Heavy Pistol, 16-clip): SA, 9M, w/2 extra clips, silencer, concealed (high holster)
- "Effervescence" armored evening gown (3/1)
- Micro-transceiver

DUFF "FINGERS" MCGILLIS

A dwarf sorcery adept. Fingers is vain and more than a little distrustful of Alicia and Noah. He's spell-locked Detect Enemies

and Detect Magic spells g ve h m advance w
any move an opponent m ght pul but his near constant us
hem has also given hum a paranoid personality disorder He
assumes everyone is out to get h m he mumbles a
so be carrying on conversations with about th ty d
al once His speech is hesitant be
everything people are say ng To fingers, paranoia is a way of e

Attributes
- Body 6
- Quickness 3
- Strength 5
- Charisma 3
- Intelligence 5
- Willpower 6
- Essence 6
- Magic 6
- Reaction 4

Initiative: 4 + 1D6
Combat Pool: 7
Magic Pool: 4 (6)
Threat/Professional Rating: 4/3
Skills
- Car 2
- Etiquette (Corporate) 2
- Etiquette (Street) 2
- Firearms 3
- Magical Theory 5
- Sorcery 4 (Spellcasting 6)
- Unarmed Combat 3 (Judo 5)

Spells

Combat
- Manaball 6
- Powerball 5
- Sleep 5

Detection
- Analyze Truth 4
- Detect Enemies
- Detect Magic 6

Health
- Heal 4

Illusion
- Chaotic World 4
- Physical Mask 4

Manipulation
- Magic Fingers 7
- Personal Physical Barrier 6

*Spells are locked at listed Force

Gear
- Sapphire nose ring (spell lock for Detect Magic spe
- 1
- V

ARTHUR QUAZACH

emptiness has

As a young man he was an active member of the Humanis Policlub, where he learned most of what he knows about fighting and motivating others. As he got older, he became increasingly disillusioned with the policlub's bigoted message. After being forced to join in the slaughter of a group of elf children, he underwent a complete change of heart. He broke with Humanis, joined the Church of the Whole Earth to atone for his past sins and has since turned his zeal toward cleansing the world. He rationalizes that people like his racist corporate yes man father taught him racism in the first place, and so all the "innately racist" corporate types must be eliminated so that everyone can live together in harmony.

Arthur is close to six feet tall, with graying brown hair and green eyes. He dresses well and speaks with a slight upper-class New England accent.

Attributes
- Body: 5
- Quickness: 4
- Strength: 4
- Charisma: 6
- Intelligence: 5
- Willpower: 6
- Essence: 6
- Reaction: 4

Initiative: 4 + 1D6
Combat Pool: 7
Threat/Professional Ratings: 4/3
Skills
- Armed Combat: 2
- Car: 3
- Computer: 4
- Computer Theory: 4
- Etiquette (Corporate): 4
- Etiquette (Street): 3
- Etiquette (Underworld): 5
- Firearms: 4
- Negotiation: 5
- Leadership: 6
- Unarmed Combat: 5

Gear
- Ares Predator w/ flechette rounds (Heavy Pistol; 15 (clip); SA
  1)
- Form fitting body armor (Level 3; 4/1)
- \
- Sony pocket secretary

EDEN HARPER

Though only 29, Eden suffers from radiation sickness that makes her look withered and ancient. She was living in Chicago near Cermak when the Cermak Blast occurred and got caught in its periphery. A shadowrunner by trade, she used her skills and contacts to escape the city, but her sickness and emotional trauma have driven her over the edge.

Since escaping from Chicago, she has sold her services as demolition expert to anyone who can afford her price. She cares nothing for the rightness of any cause or who might get hurt. The only thing that makes her happy is the knowledge that her actions has caused others the same kind of pain she feels. She has a month or so left before the sickness kills her and she knows it. This makes her willing to take extreme risks.

Physically, she is repulsive. Her skin is dry and flaking off, her body is covered with large, untreated tumors. She has replaced one of her arms with a steel cyberarm when it withered and lost function, and the other one is quickly deteriorating. She speaks in a raspy stutter and is often difficult to understand. If anyone seems to condescend to or feel sorry for her, she flies into a rage and attacks that character until she or the target is dead.

Attributes
- Body: 3
- Quickness: 5
- Strength: 3
- Charisma: 1
- Intelligence: 5
- Willpower: 6
- Essence: 1
- Reaction: 5 (9)

Initiative: 5 (9) + 1D6; 3D6
Combat Pool: 8
Threat/Professional Rating: 4/4
Skills
- Car: 3
- Computer: 4
- Demolitions: 7
- Demolitions (Booby Traps): 9
- Etiquette (Street): 3
- Firearms: 5
- Stealth: 6
- Throwing Weapons: 4
- Unarmed Combat: 3 (Cyber-Implant 5)

Cyberware
- Cyberarm w/ smartlink and spurs
- Cyberears w/dampers
- Cybereyes w/ Low-Light Compensation, Low-L[illegible]
- Datajack (Level 4)
- Wired Reflexes (2)

Gear
- Armored jacket: 5/3
- Ingram Smartgun (SMG; 32 (clip); SA/BF/FA; Gas Vent
  System)
- Advil® painkillers
- 4 offensive grenades (10D6)

Note: Because of severe nerve damage, Eden is insensitive to surface pain. She has 1 box of Pain Resistance (6) for Conscious [illegible]

TWO SOLITUDES

FADEOUT

The light of the full moon was just bright enough to see by. [illegible] breached a prayer of silent thanks to whatever god of luck [illegible]ht still exist, turning on a light might well be his death warrant. If the corporate enforcers located him, they would kill him [illegible] they would kill his parents. A lifetime of devoted service didn't count for much when your offspring stole valuable data and [illegible] vanished into the night.

Sho moved around the small dorm room quickly and quietly, pulling shirts, slacks and underwear out of drawers and stuffing them into a small duffel bag. Dark clothes were best: they [illegible]n't show dirt as fast, and heaven only knew when he'd get [illegible]ce to use a laundromat. *Maybe Hiro'll do my wash for me. Now there's service.* Sho suppressed a snort of laughter at the [illegible] of Hiro in the local Duds n' Suds, parking himself in a [illegible] orange plastic chair and reading a cheap paperback [illegible] keeping half an eye on Sho's wash to make sure nobody [illegible]ded anything. *Some place for a free spirit, neh?*

There wasn't much point in taking much. A week's worth of [illegible], a few raw materials for fetishes that he'd packed [illegible] a memento or two—not that he had many of those. Just the [illegible]grable Mention ribbon he'd won at the freshman class Spell [illegible] Open, and the photo of his parents that he'd tacked [illegible]ove the cheap plywood desk where he could see it every time [illegible] looked up from his homework. Carefully, Sho tucked the [illegible]s into an envelope and placed it on top of the clothing. He [illegible]' the duffel bag shut, swung it over his shoulder and [illegible] to leave.

A flicker of movement caught his eye, and he froze. He [illegible]d out the window, scanning the dim outlines of the elm trees [illegible]lined the path to his dorm. *Maybe it's nothing. Just some [illegible] coming back late from the library, taking the shortcut across [illegible]known.* Then a shadow detached itself from the dark bulk of one [illegible] and flitted to the next.

Sho swore silently. He was trapped. A single pursuer probably meant they weren't sure he was here—if they knew for certain, they'd be sending in a team to take him. No, somebody at [illegible] they'd sent a stringer to watch his dorm room. If he left now, the watcher would spot him. And if he didn't, someone else [illegible] objects would hear about it. Sho pressed his hands to his face in a futile attempt to ward off panic. *No way out. No matter what I do, there's no way out—*

"Sure there is," said a soft voice behind him.

Sho spun around. Hiro was leaning against the closed door, [illegible]s folded casually across his chest. The smile on his face made Sho breathe a little easier in spite of his fear.

"Yeah? What're you planning on doing, Hiro? Going out there and flaming the guy? That might attract a little unwanted attention, don't you think?"

Hiro laughed. It was a beautiful sound, rich and deep.

"I could do that, if you want. Or we could just confuse the pool fool."

Hiro straightened and extended a hand toward Sho, palm up and cupped slightly. He seemed to shimmer, face and form blurring like a dampened watercolor. Then the shimmer faded, and Sho stared in amazement at a carbon copy of himself.

"I go first," Hiro said. "Our friend follows me. Then I pull another presto change-o, leave him chasing his tail. Meanwhile, you slip out and find a safe hiding place across the Bridge. I'll catch up." He walked over to Sho and took his hands, grinning. "And then we're home free."

Home free, echoed Sho. The thought made him giddy. He gripped Hiro's hands hard, as if the spirit's touch alone could turn hope into reality.

[illegible]s Hammarand didn't like what the voice in his ear was telling him.

"What do you mean, 'you lost him?'" Hammarand asked. "How could you *lose* him? Wet behind the ears sullboy whelp knows as much about the real world as a baby rabbit, probably never been outside the corp compound or campus walls in his fragging life, and he gives you the slip? He gives a pro—excuse me, alleged pro—the slip? Explain to me how this happens. On second thought, don't. I don't want to hear it."

The voice on the radio voice squawked and crackled in reply.

"Bag the jetwash," Hammarand snapped. "First off, I don't believe in disappearing acts. Second off, it doesn't matter. What matters is that we find him—fast. Before Daddy's corporate goons do. Because if they get to him first, then all my hard work will have been for nothing. And I don't appreciate having my work spiked by someone else's fragging incompetence. You find that kid or you'll live just long enough to regret it."

Hammarand reached up and pressed a small button on the edge of his datajack, cutting off the answering voice in mid-squawk.

"Trouble, sir?" asked a cool, cultured voice from the doorway.

Hammarand sat up straight, wiping the scowl off his face instinctively. He smoothed his hair and straightened his jacket.

"No trouble, sir. Nothing I can't handle."

"Excellent."

Hammarand's boss favored him with a small smile that might have made him look like a kindly old uncle, except that the smile didn't reach his eyes.

"You've always gotten results in the past—I expect this operation to be no different."

"Yes, sir. We'll have him in a day or two, sir, if not before."

Hammarand waited until his boss turned the corner, then let out a long breath. The boss would get Sho and his data, all right—ough in somewhat damaged condition. No little corporate ma's boy would cause trouble for Nils Hammarand—not without paying for it.

INTRODUCTION

In **Two Solitudes,** the player characters are hired by a Yamatetsu executive and his wife to find their son, who has mysteriously disappeared. The characters' investigation turns up a portrait of a talented and intelligent young man who is socially withdrawn and under a great deal of pressure from his parents and peers to succeed academically and professionally.

The young man, Sho Kojima, has been hiding the fact that he is gay from his friends and family for fear of the shame it will bring them. The "homosexual lifestyle" is one of the many "protected cultures" under the laws of Japanese-occupied San Francisco, and openly gay people are not allowed to live within the city limits or hold high-ranking positions in the city's corporate offices. Like members of other persecuted groups, they are forced to live in enclaves (read: "slums") in the Oakland-Berkeley area outside the city proper.

Sho's life began to unravel when Nils Hammarand, a corporate watchman, discovered his secret. The position of corporate watchman is a branch off of the great dragon Lofwyr's. Hammarand and those like him keep watch over Lofwyr's enemies, looking for exploitable weaknesses in people working for other corporations or anyone else who might get in Lofwyr's way. From his headquarters at Angelic Entertainment (Saeder-Krupp's subsidiary in Los Angeles), Hammarand monitors the activities of Lofwyr's competition through a sophisticated network of contacts, runners and plain old spies. When Hammarand's informants discovered that Sho Kojima was gay, Hammarand used that information in an attempt to blackmail Sho into providing him with information pilfered from Yamatetsu. (As a high-level accountant, Sho's father has access to spreadsheets that never show up on Yamatetsu's corporate reports.) Hammarand forced Sho to steal his father's access codes so that he could pass secret information on to Hammarand.

Sho took some valuable data from the Yamatetsu mainframe in San Francisco but balked at passing it on. Afraid and angry, with no one to turn to, Sho attempted to conjure a powerful elemental to kill Hammarand. The spirit, however, proved too powerful for Sho's limited magical training. It escaped his control and became a type of free spirit known as an *animus*, impressed with Sho's own needs and desires. The spirit—which adopted the name Hiro—and the young mage eventually fell in love and ran off together to the Oakland-Berkeley sprawl to hide under the protection of the October 25 Alliance, a metahuman resistance group to which Sho has tenuous connections.

When the adventure begins, Yamatetsu and Saeder-Krupp both want to recover the data that Sho stole. Sho's parents are concerned about their son's safety. The runners must find the runaway before the corporate hunters do, while avoiding the wrath of those who will kill to protect Sho. The runners must also win over resistance members unwilling to trust strangers but more than willing to shoot them at the slightest hint of a threat to the cause.

Two Solitudes is set in Japanese-occupied San Francisco, described in the **California Free State** sourcebook. If the gamemaster wishes to relocate the adventure in another city, setting and background must meet the following requirements. First, the city should have an active underground or "resistance" movement of some kind. Second, anti-government feelings and general distrust of everyone should run high; the runners should feel like fish out of water, as if they must "prove" themselves to suspicious underground members. Keep in mind that even if the runners have hot reps in the city, they are free agents working for cash, that fact alone will make them suspect in the eyes of those who pride themselves on fighting for ideals rather than nuyen.

MEETING THE PARENTS

TELL IT TO THEM STRAIGHT

The fixer told you he had a missing persons job, just some simple detective work. You're meeting the Johnsons at a small café called the Katana, just southeast of the Presidio, at 9:00 p.m. Friggin' early for a meet, but maybe your Johnson has to get to bed before he turns into a pumpkin—or something.

You know a little about the Katana. The suits from Sanfran's various Japanese corps hang there, along with the occasional off-duty Imperial Marine. It's intimate enough for a meet, just you'd still prefer to talk to some place a little less public. Still, you need the work, so you decide to scope things out first, worry later. Dress to fit in, chums—designer rags if you can manage it, quality knock-offs if you can't. No sense borrowing trouble, neh?

You reach the place in plenty of time. The dragon lady at the door gives you a bad moment; her painted smile slips a bit when she sees you, despite your best efforts to make a good impression. When you inform her you're with the Johnson party, she puts the smile back on straight and escorts you to a large booth in the back of the restaurant, well away from the other tables. A middle-aged Japanese couple is sitting there, looking for all the world like fresh-off-the-boat tourists from Tokyo. You start to turn toward the retreating hostess to tell her there's been some mistake, when the seated man gestures toward the table.

"Thank you for being so prompt," he says, in a smooth voice with a heavy accent. "Please sit down."

As you take your seats at the table, he looks at the woman next to him and covers her hand with his. From the matching rings, you guess they're married. The wife stares down at the table while her husband nervously clears his throat.

"Please excuse my awkwardness," he says. "We've never been involved with any activity like this before. I want you to find my son. He is a student at the University of California, Berkeley outside the city. He disappeared a week ago. My company is looking into the matter, but as far as I know they have no leads

been less than forthcoming
a moment his face tightening as he struggles for

n a loyal employee I trust that my company will do all t
if I fear for my son I wish to employ you to find him. dis
I can offer you the sum of ¥0,000 nuyen for his safe return

He studies your faces then asks "Is this agreeable?" in a
ully controlled tone. His wife glances pleadingly up at you
in her eyes before looking back down at the tabletop

Once the runners have accepted the job, read the following

name is Kojima. My son Sho is a student at the
y of California at Berkeley in the Occult Studies program
studied there for three years and will graduate next year
was last seen leaving his magical theory class at 8 p.m.
ago. He apparently went back to his dorm room—his
left school earlier in the semester so he lives alone

he was ill. He rarely missed his classes, but a mild flu bug
around, and so no one thought much of his absence
he missed class again the following day the school
checked on him. Other students said they had not
for more than a day. Campus security reported that his
empty and he was apparently nowhere on campus. No
alled seeing him leave and there has been no trace of him
Kojima breaks off for a moment blinking, then looks
he continues

HOOKS

on the runners' heartstrings in this scene. Make it clear
Kojimas are way out of their element in dealing with
they are simply desperate enough to do what

will do his best to maintain his composure and negotiate
runners while his wife provides a counterpoint of silent
and hope

BEHIND THE SCENES

runners learn about this job from a fixer who has heard
a corporate contact that someone is looking for shadow tal
like a missing persons case. It's not exactly a shadowrun
usual fare, but a paying job is a paying job. The fixer tells the
runners about the assignment and the initial meet as described in
Tell It To Them Straight (p. 30) and says he will pass word on to
a plan on if the runners feel like showing up.

If the runners do not normally work in San Francisco, they
be there on other business when this job opportunity comes
might even know a contact from Yamaretsu who is a
of the Kojimas and who might call upon the characters to
job as a favor.

When the runners meet the Kojimas at the Katana, it should
that this is not a typical job. These people have proba
by never seen a real shadowrunner in their lives before and not
really would not dream of speaking to one, let alone hiring a
shadowrunning team. But they are frantic about their son and
will go to great lengths to find out what has happened to him.
If the Kojimas need statistics, treat them both as Professionals (p.
25, **Contacts**).

When the runners arrive at the meet, metahuman characters
and non-Japanese humans to a lesser degree, hyper-states and
whispers from the Katana's patrons. The Kojimas do their best to
disguise their discomfort at dealing with metahuman runners. Mr.
Kojima will automatically assume that the first human male to pre-
sent himself—or a human male of Japanese extraction, if the team
includes one—is the leader of the group and will address him as
such unless corrected. If any of the runners speak Japanese and
offer to carry out the negotiations in that language, Kojima looks
relieved and switches to it. Otherwise he sticks to English, occa-
sionally speaking slowly and clearly as if he is having difficulty
or is not sure the runners can understand him.

If the runners want to try some hard-edged bargaining for
more money, Mr. Kojima tells them that 10,000 nuyen is all he
has to offer. He has not bothered with the street tradition of mak-
ing an insulting first offer to the runners; he has little idea of what
he is doing and is working mostly from what he has seen on TV and
shows such as *Shadowrunners*.

If the runners agree to take the job, Kojima tells them all he
knows about his son's disappearance and offers whatever other
reasonable help he can.

DEBUGGING

The only real problem with this encounter occurs if the char-
acters refuse the job outright. If the runners need some additional
incentive, one of the characters might know Sho Kojima or his
family and thus have a personal reason for helping out.

Feel free to push all of the runners' emotional buttons to get
them to take this job. Some of the runners must have parents,
right? If nothing else, a tearful plea from Mrs. Kojima in somewhat
broken English, begging the runners to find her child, should
move even the most cold-hearted mercenary. Remind metahu-
man characters that this is their chance, however small, to con-
vince at least a few people in San Francisco that metahumans do
not lack compassion or decency.

If the runners suggest that Sho's disappearance would be
better handled by San Francisco's corporate or military authorities,
Mr. Kojima will tell them that he has never questioned the prop-
er authorities, but that he fears there is something they are not
telling him. He is concerned and wants someone who answers
directly to him concentrating their efforts on finding Sho.

If the runners are simply too mercenary to take the job, the
gamemaster has a couple of other options. The runners may be
hired by Yamaretsu or Nils Hammarand. (See **Picking Up the
Pieces**, p. 40, for background on Yamaretsu. If a rigger is
desired for Hammarand, create his stat block from scratch or use
the Company Man contact on p. 204, **SR II**. Both of these par-
ties are in much better positions to pay the runners out and are also
far more likely to double-cross them once they have recovered
the young man and his valuable stolen data. This arrangement

requires a variation on the meet described in **Tell It To Them Straight** with a Yamatetsu Johnson or Hammarand contacting the runners about the job. Hammarand or the Yamatetsu stooge will paint Sho Kojima as a thief who stole valuable corporate information that must be recovered before it ends up in the hands of some "undesirable" underground group in Berkeley or Oakland.

Naturally [illegible] with Amerindian street types is already on thin ice in a place like the Katana. Remind any violence prone players that threatening the Kojimas or anyone else in the establishment is likely to bring a squadron of Imperial Marines down on their heads before they can blink. The authorities in San Francisco prize order and take a dim view of metahumans and shadowrunners causing trouble. Such characters are likely to disappear into the Presidio and never be seen again.

EXTRACURRICULAR ACTIVITIES

TELL IT TO THEM STRAIGHT

Looking over the information the Kojimas gave you about their son, you can see you've got your work cut out for you. The dossier's pretty thin for a missing persons investigation—mostly stuff cut of their family photo files and the sort of deck Sho's mom probably hung on the refrigerator. From the look of the profile you've got, the Kojima kid either had no friends or his parents didn't know of any. Either way, it's going to take some legwork to track down the kid or figure out who would have wanted to snatch him—or find out why he would've stepped into the shadows in the first place.

HOOKS

In this free form encounter, improvise the runners' investigations based around the information presented in the following sections. Additional material from **Hot Time in the Old Town** (p. 33) and **Going Underground** (p. 35) can be worked in and around the investigation to liven things up, along with other scenes in which the runners deal with their contacts and work around the problems of asking questions in a place as paranoid as occupied San Francisco.

BEHIND THE SCENES

This part of the adventure is pretty much left up to the players. Where they go from here depends on what they intend to investigate first, as well as how and where they do it. The following sections describe in general terms what and how the characters can learn about various facets of the case. If the characters pursue a line of investigation not discussed in these sections, simply improvise the information they learn and appropriate contacts based on the supplied material.

Roleplay interactions with the various contacts and [illegible] entities described in this encounter to give the runners a feel for the problems of conducting an investigation in San Francisco as the game starts to lag. Modulate these interactions with a few Etiquette skill rolls.

SHO'S DORM ROOM

Sho Kojima's dorm room at Berkeley is the first logical place to start looking for clues. It is a typical college dorm room: a rectangular cubicle with a bunk bed, a closet, a bureau and a desk. Sho decorated his room in Spartan style, predominantly white with a few other touches best described as "early magic nerd." While searching the room, the characters may uncover the following clues.

There are no signs of a struggle. Several changes of clothes are missing, along with some chips, a portable chip reader and a couple of books. These signs indicate that Sho left voluntarily and took the missing possessions with him.

Like every other dorm room on campus, Sho's room has a telecomm/computer system installed. The telecomm logs have been erased, which is unusual. If a decker character tries to access the local telecomm switching system for the phone records, she must make a Computer (6) Test or perform a matrix run against the telecomm system Host if the gamemaster wants to play out the situation. (The Host's design is up to the gamemaster.)

The telecomm records reveal that Sho Kojima called his parents every few days before he disappeared. The last call from the telecomm in his room was placed to an LTG number in Los Angeles, listed in the L.A. directory as "Angelic Entertainment." If one of the runners calls this number, he gets the office's answering system, which asks him if he wants to leave a message for Mr. Hammarand. The runners may leave a message, but their call will not be returned. Additionally, leaving a message will tip Hammarand off to the runners' investigation, and he will contact Schreck. Schreck will try to disrupt the runners' investigation by killing their contacts and friends and attempting to kill the runners one by one, until the final confrontation in **Getting the Word Out** (p. 38). However, Schreck will be careful to conceal his identity while harassing the runners, and they should not suspect him until **Going Underground** (p. 35).

•A successful Perception (6) Test will reveal small traces of colored chalk dust on the wooden floor. A successful Arcana Theory (4) Test will reveal that the dust is the remains of a thermetic circle. Too much of the chalk has been brushed away for any character to be certain what the circle was for, but its small size suggests that the operation could not have been major. If the runners check with campus officials or other students, they learn that such magical operations are forbidden anywhere on campus outside of the lab rooms.

•A magician who assesses the room can obtain the [illegible] Evocation.

Astral Perception Target Number 4

Successes	Results

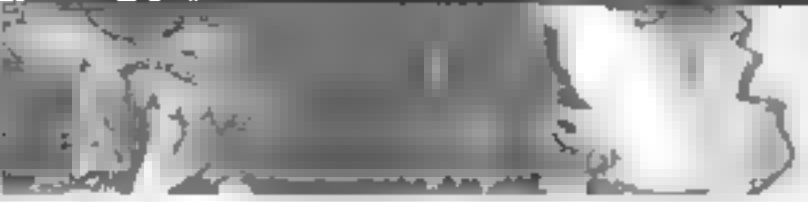
UC BERKELEY

If the runners want [illegible] check on Sho s student [illegible] tems, running Trace 4 IC. The [illegible]

SHO S ROOMMATE

Meeting the Parents [illegible]

Going Underground



Hal Conway (Street Etiquette, Target Number 4)

Successes	Results
0 or 1	Who? Is this guy worth something?"
2	Looks like whoever this Conway kid is he did a pretty good disappearing job. Maybe even stepped into the shadows. If he's still in Berkeley, he's got to be involved with the underground, one way or another.
	Heard from a friend that the Berkeley underground does a lot of recruiting at UC Berkeley. I think some of the faculty and students are sympathetic to groups like the October 23rd Alliance and the deck they're doing to get the Japanese corps out of the city.
	You need to talk to someone in the underground. Talk to a guy called the Prof—you can get a hold of him at a local hangout called the White Horse, just off the campus.

THE KOJIMAS

Runners who want to check Mr. Kojima's background, they can learn the following information.

Kojima Sr. (Computer or Corporate Etiquette, Target Number 4)

Successes	Results
0 or 1	Who?
2	Kojima Sato's a middle management guy at Yamatetsu North America in San Francisco. He's been a trusted employee of the company for some time. His wife's originally from Osaka. I think he met her there on business. Very traditional Japanese lady.
	Funny, you're not the first to ask about Kojima. A few other folks have shown an interest in him recently, and before you ask, I don't know their names and I don't want to.
3	This Kojima guy's in trouble. His company record's been red flagged by internal security. Sounds like ISD has a bone to pick with Kojima.

YAMATETSU

Once the runners know that Mr. Kojima works for Yamatetsu, they might try to find out about any current events within the corporation that might be connected to Sho's disappearance.

Yamatetsu (Corporate Etiquette, Target Number 6)

Successes	Results
1	Yamatetsu? Nothing going on with them, chummer. Just leave it at that, okay?"
	From what I hear, there's an eruption building up inside the old steel mountain. Just some little outbursts now, but it could turn into a big one real fast.
	"Nobody knows exactly what it is. Some kind of inside shake up, something that's attracted the attention of the corp's internal security people."
	Hard to say, but if what I've heard's true, it sounds like the corp's got an internal security problem it's trying to fix before anyone else gets wise to it."

THE UNDERGROUND IN BERKELEY

If the runners make some discreet inquiries about Berkeley's underground resistance movement and the People's University, they can learn the following information.

Berkeley Underground (Street Etiquette, Target Number 4)

Successes	Results
1	Don't know about them and I don't want to, chummer.
	The underground's divided into factions, and they disagree on just about everything except getting the Japanese out of the city. They do what they can about that, but it's not enough to budge the Japanacorps."
	"The underground makes the occasional attack on the corps to get them to loosen their hold on the Bay, but every hit just makes them squeeze that much tighter."
	Word has it that some resistance group's gotten a hold of something that'll set them hit one of the Japanacorps where it hurts—right in their bottom line. Don't know how they're planning to pull it off, though."
3	You need to talk to someone in the underground. Talk to a guy called the Prof—you can get a hold of him through a place called the White Horse, just outside campus. Big local hangout, that place.

NILS HAMMARAND

If the runners turn up Hammarand's name during their investigation, they can learn the following information from their

Nils Hammarand (Street or Corporate Etiquette, Target Number 6)

Successes	Results
0	"Who?"
1	"Yeah, I've heard of him. He's a recruiter or something who works for Angelic Entertainment in L.A."
2	"Everyone knows Angelic Entertainment's just a shell corp Saeder Krupp uses to operate in the CFS. Hammarand may do the L.A. corp scene, but he's Saeder Krupp all the way. Word has it he's looking to get a leg up and out of California and into one of the corp's European [illegible]."
3	Ha[illegible] to get such people out of [illegible] scan. Hamm's got snitches [illegible] all over the Free State. I think he's looking for a score big enough to catch the wyrm's attention and get himself booted up the S.K. corporate ladder.

DEBUGGING

The investigation may hit a dead end, bog down or simply become boring for the players during this encounter. If [illegible] those possibilities occur, feel free to spice things up with [illegible] events from the wire encounters or a [illegible] chase encounter or two. [illegible] and add a few unrelated [illegible] in San Francisco or the Oakland-Berkeley sprawl to [illegible] the pace of the sto[illegible]

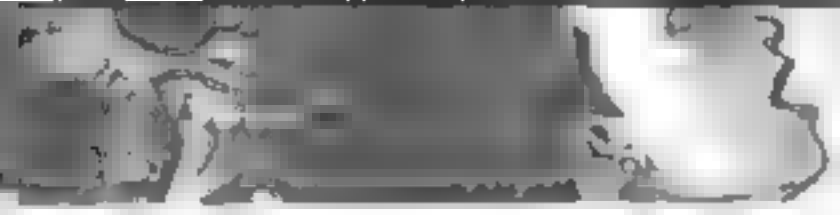
[illegible] of the Etiquette Tests or [illegible] means of getti[illegible]

HOT TIME IN THE OLD TOWN

TELL IT TO THEM STRAIGHT

You sit in your San Francisco digs, watching the drizzle drip [illegible] contact just signed off [illegible] either. It's been that way [illegible] It looks like th[illegible]g act. Somehow [illegible] town a lost colleg[illegible] this assignment's been so tough that you [illegible] [illegible] Hammarand disappeared, and if he [illegible] have had a little help. The question is, from whom?

It's getting awfully warm in here — unusually so, even for the Bay Area. You're even starting to sweat a little. Nearby, you see a faint shimmering in the air. Just as you recognize it, the shimmer explodes into an eye-searing burst of heat and light.



HOOKS

The runners know that things are definitely not what they seem when an angry free fire elemental manifests right in front of them. The spirit—Sho's animus, Hiro—only wants to frighten the runners off in this encounter, and so he will not attack them outright. However, he will imply—quite strongly—that they should stop looking for Sho. Make the scene tense but don't turn it into a drawn-out combat. Treat Hiro's intervention at this point more as a natural disaster than a battle scene.

BEHIND THE SCENES

At some point during the runners' investigation into Sho's disappearance, Hiro locates the runners and tries to dissuade them from continuing their search for Sho. The spirit visits the runners at a time and place when they are suitably vulnerable, possibly while they are asleep in their San Francisco digs. The spirit does not sleep and can wait as long as necessary for the perfect moment to make his appearance. If the runners' digs is too well protected by wards or other magical safeguards, the spirit waits until they are elsewhere, such as talking to a contact on the street or in a seedy bar. (If necessary, adapt **Tell It To Them Straight** to reflect the place where Hiro chooses to manifest.)

Hiro manifests in a fiery blast to scare the runners. Using his flame projection power, he ignites the room or building around the runners, which quickly becomes blistering hot and fills with choking black smoke. The smoke does suffocation damage each turn that the characters remain in the area. If the runners are indoors, they should try to get outside as quickly as possible. If they are outside when Hiro appears, a wall of flame will spring up out of nowhere and surround them.

Once the runners scramble to safety, the flames die out, leaving behind only charred wreckage and the words "LEAVE SHO KOJIMA ALONE" burned into the nearest clean surface. The runners should get the message loud and clear: someone with plenty of mojo to shrug around does not want them looking into Kojima's disappearance.

Hiro gives the runners virtually no opportunity to attack him. The free spirit will appear, leave his "message" and depart with the quicksilver speed typical of free spirits. If the runners have any sense at all, they will sprint for the nearest exit the minute the room bursts into flames. If a mundane runner tries to engage the spirit in melee combat (a bad move against an enemy sheathed in flames), inflict damage from minor burns or smoke inhalation on the character. Such a runner might get lucky and hit the spirit hard enough to disrupt it, but enough to surprise it so that an astrally perceiving character can get a good look at Hiro.

Magically active characters will probably suspect some kind of magical attack and may attempt some kind of defense. Spell defense provides no protection from Hiro's elemental powers, but a suitable spell or two might put out the flames he sets (saving Hiro the trouble of extinguishing them himself). A magician must move very quickly to take any action against the spirit. Keep in mind that Hiro's a free spirit, so he cannot be banished by anyone who does not know his true name.

A runner who is astrally perceiving or who shifts to astral perception immediately on Hiro's manifestation might catch a glimpse of the animus before Hiro disappears into astral space. The character should make an Astral Perception (6) Test and consult the following table.

Astral Perception

Successes	Results
1	You see a spirit form in the midst of the flames. It is a fairly powerful spirit, a fire elemental.
2	The spirit has a strongly masculine aspect and it is very angry, much more so than any common elemental.
3	You sense powerful anger from the spirit—anger mixed with fear, concern, compassion and curiosity. The spirit is almost certainly a free being, with its own personality and desires.
4	You get the impression that this free spirit is fairly young for one of its kind, perhaps only recently free.

Once Hiro has left his warning and departed, the runners will likely want to search for clues about who or what was behind the attack. They can do so by examining the physical evidence left behind by the spirit, as well as traces that its actions have left in astral space.

Physical Examination (Perception Test, Target Number 4)

Successes	Results
1	The flames appeared and disappeared so quickly that magic must have been involved. Also, the heat that cut the writing into the surface must have been intense.
2	The flames went out for no apparent reason. The speed with which the fire appeared and vanished seems to indicate that whoever or whatever did it wasn't looking to hurt anyone.
3	The pattern of the writing looks familiar to you. It is very similar to Sho Kojima's handwriting. The character learns this information only if he or she has seen a sample of Sho's writing—say, from homework left in his dorm room or from something given to the runners by his parents. If not, the runner does not notice the similarity unless he or she encounters a sample of Sho's handwriting later in the adventure.

Astral Examination (Astral) Perception Test, Target Number 4

Successes	Results
	The flames were magical—they came from a spirit that appeared in astral space
2	The spirit was a powerful fire elemental.
3	Strangely enough, you sense anger and concern connected to the lingering traces left by the spirit. This is unusual because bound elemental tend to lack emotions. The presence of strong feelings suggests that the spirit might be independent.

ASTRAL QUESTING

Once the runners figure out that they are dealing with a free fire elemental, an initiate character might decide to go on an astral quest to the metaplanes to learn more about the spirit. Such a quest has a Quest Rating of 7 (Hiro's Force plus Spirit Energy). (For quest rules, see **Quest for the True Name**, p. 78, **Grimoire II**.)

The runners can learn Hiro's true name in this way, but keep in mind that the astral quest will take several hours at least. This will provide an ideal opportunity for someone like Hamamarandi's pet thug, Schreck (see **Cast of Shadows**, p. 4) to attack the runners. (Gamemasters who are roleplaying the astral quest may use such an attack to occupy non-magician players during the quest.)

DEBUGGING

If the runners are not smart enough to try to get out of a burning room, don't kill them outright. Have the flames lick menacingly toward them, perhaps trapping them in a corner or drawing into a tightening ring around them. The flames come perilously close to the runners and then vanish into thin air, leaving the runners untouched.

If a magician character wants to use astral projection to attack or pursue Hiro, remind the player that his or her character must either come into contact with the spirit's flame aura (while the spirit is manifest and the character is astrally perceiving) or leave his body to the tender mercies of the flames to follow the spirit before it can vanish. Neither option should be terribly appealing. If the player wants to try anyway, his or her character might be able to get one lick in before Hiro takes off, but will probably suffer some minor injury in return. In any case, the spirit gets away.

If the runners glean little information about the attack from the available clues, don't worry. This encounter is mainly intended to show that this run is more than a "simple detective job" and give the players some hints about Hiro.

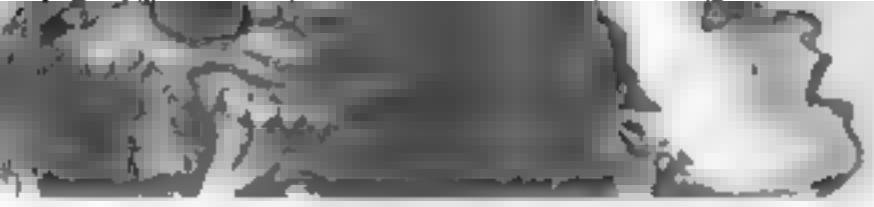
GOING UNDERGROUND

TELL IT TO THEM STRAIGHT

The White Horse Tavern is just a few blocks from the UC Berkeley campus. A nondescript brick building with narrow windows, the tavern looks like a holdover from the early twentieth century. The interior is nice and cozy—lots of dark wood and brass, with freestanding round tables spaced along the windows and across the hardwood floor. Several patrons are sitting at a lunch counter along one side of the room, and small groups of other people—mostly college students—are scattered at the tables talking and eating. A waitress breezes by with a tray, heading for one of the tables. She calls over her shoulder, "Sit wherever you want—be with you in a minute."

You find a table near the back and sit down, taking in everything. As you make yourselves comfortable, an old white haired orb gets up from the counter and walks toward you. He ambles right up to your table and checks all of you out. You can't read the expression in his beady black eyes.

"Good evening," he says. "Mind if I join you?"



HOOKS

[illegible] runners into some fast action as [illegible] and meet Schreck [illegible] creed quickly from de cute [illegible]

BEHIND THE SCENES

[illegible] who hangs at the White Horse Tavern.

The runners can arrange a meeting with the Prof if they mak[illegible] some discreet inquiries. The Prof agrees to see them at the tave[illegible] later that evening. When the runners show up, an elderly ork wi[illegible] them at a suitably secluded table. He w[illegible] introduce himself [illegible] the Prof and inform anyone who asks that the Prof dates back t[illegible] handpicked member of the faculty at UC Berkeley before he go[illegible] tenure. When private sponsors took over the school shortl[illegible] afterward, the Prof found his job secured to budget cuts a[illegible] ended up joining the underground.

The Prof knows that Shai K[illegible] October 25th A[illegible] the runners that [illegible]

[illegible] the White House and scans the room [illegible]

If the runners intervene, Schreck will do his [illegible] much of a fight for Schreck; he will [illegible] but won't hesitate to use the Prof a[illegible] age to ensure his get away if necessary. (If the Prof needs game sta[illegible] use the **Dwarf Technician** (p. 206, SR5) modified as appropriate for an ork.)

[illegible] save the Prof from Schreck, they will earn the old ork's gratitude and coop[illegible] eration. The Prof will [illegible] at the White Horse tomorrow. Go to **Enemy of My Enemy**, p. 37.

DEBUGGING

[illegible] foreshadows the action in **Getting the Word Out** [illegible]. Don't let this first meeting with Schreck turn into the [illegible] with him. The adept assassin will do his best to [illegible] the runners if things turn against him in this encounter and [illegible] better prepared for them the next time they meet. If the [illegible] are loaded for bear and expecting trouble, Schreck's [illegible] can be just a quick glimpse before he ducks around [illegible] and disappears.

If the runners threaten or attack the Prof, they pretty much kiss [illegible] of getting the underground's help in finding Sho Kojima. [illegible] deal with the ork in a civil and honest way, they get results. [illegible] they are on their own and will have to use other [illegible] and Sho—other contacts, say, or ritual magic to track [illegible] his true name. An attack against the Prof will also trash [illegible]'s reps with the entire Oakland/Berkeley underground.

Getting the Word Out. members of the October 25th Alliance [illegible] as no different from any other parties involved in the [illegible] the resistance hideout.

ENEMY OF MY ENEMY

TELL IT TO THEM STRAIGHT

The White Horse Tavern looks exactly the same as it did yesterday. In fact, quite a few of the customers look like they never left. You see the Prof walk in the front door and scan the crowd. He nods to some of the kids hanging around, then goes up to the bar and says something to the waitress there, then disappears through the kitchen door. You wonder why he doesn't just [illegible] to you — but then, after last night, you can't blame a [illegible] college professor who probably never saw the smoke [illegible] gun before for being nervous. Before you can decide on [illegible], a waitress comes by and says, "I'm a little busy right [illegible]. If you can just go into the kitchen and tell Bobby the cook [illegible] you want your food."

This is definitely weird. Restaurants don't usually let paying [illegible] into the kitchen — and besides, you didn't order any [illegible]. You thank the disappearing waitress and stroll casually into [illegible] where one chef is making sandwiches. When you ask [illegible], he nods. "I'm looking for my food," you say.

[illegible] actually, but you get the idea. You walk up and knock [illegible] door, keeping your eyes peeled for anything unexpected.

"Come in," says a voice you recognize—it's the Prof. [illegible] minutes, the Prof apologizes for all the back room antics. "[illegible] he's met with a few of his contacts, who want to confirm [illegible] good intentions before letting you see Sho.

"We want you to do a little something for us—call it establishing your credentials," the Prof says. "If you don't mind?"

HOOKS

Use this encounter to immerse the characters in the paranoid, prove-you're-my-friend-by-striking-my-enemy world of Oakland/Berkeley's militant underground organizations. These groups trust only themselves and those few others who have earned their trust. By saving the Prof's life, the runners have passed one test. But they need to pass another.

BEHIND THE SCENES

The Prof has a job for the runners—a test to prove that they do not work for Yamatetsu and that they intend Sho no harm. Specifically, the Prof wants the runners to aid the October 25th Alliance in an assault—possibly more than one—against a Yamatetsu target. This attack should be straightforward, with no tricks or traps set by the Alliance. Of course, the defenses at the chosen corp installation can be as tough as the gamemaster wants.

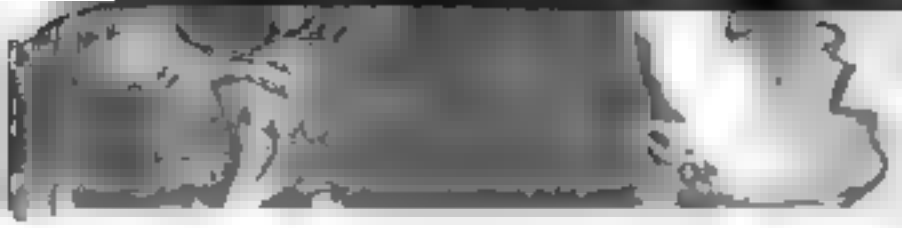
An underground-sponsored attack differs from a typical shadowrun in a significant way. Most such attacks are terrorist strikes—they produce no financial reward. The people who perform them are idealists fighting for causes, not runners working for nuyen. In fact, Oakland/Berkeley's guerrilla groups are usually quite suspicious of shadowrunners. But if the runners pass the test with flying colors, the Alliance will treat them as trusted friends.

The gamemaster determines the number and type of attacks as he or she sees fit. Keep things simple; the object of the attack is to scare the corps and the public, not to pull off the perfect daisy-chain. The Alliance tends to stay away from kidnapping; the corps rarely deal with kidnappers; and snatching people brings too much heat down on the organization. The Alliance also avoids all but assaults, preferring to keep as many people as possible alive to fight another day. Possible "test jobs" for the runners include:

- bombing a Yamatetsu warehouse in Oakland;
- tossing a fireball cocktail in the entryway of Yamatetsu's San Francisco HQ and spray painting resistance slogans on the outside walls;
- hijacking a shipment of Yamatetsu property and distributing it around the poorer sections of Oakland;
- ambushing a crew of Yamatetsu security personnel on one of their regular forays into Oakland.
- hitting Yamatetsu from the Matrix and from the real world (if the group includes a decker).

The latter option may especially appeal to this cell of the Alliance, as they have very little sophisticated decking equipment. The presence of a decker among the runners gives this Alliance cell a chance to hit the Japancorps in a way that they never have before.

If the runners do the Prof's bidding and acquit themselves well, the Prof takes them to the Alliance cell's hideout to meet Sho. If they refuse, they will still end up at the hideout—under much different circumstances (see **Debugging**).



DEBUGGING

Make it clear that the runners cannot sleaze out of performing the required mission. If the runners want to reach Sho Kojima, they must prove their trustworthiness first, and the only way to do it is to go along with the Prof's request. If the players still refuse, play up this terrific chance to hit a corp for bucks. Tell them they get to keep whatever they find of value—no questions will be asked, and no Johnson will spoil their fun.

This assault should be a light workout for a group that up to now has been doing legwork, legwork and more legwork. If the characters won't only do it for money, the Prof says coldly that he has clearly misjudged them. The Alliance will consider the runners enemies and will most likely keep tabs on them. This will make it easy for Alliance members to capture the runners when they finally track down Sho and approach his hideout (**Getting the Word Out**, below).

If the runners point blank refuse to hit the corp, even for money, the Alliance will become convinced that they work for Yamatetsu. Many of the runners' contacts with connections in the underground will dry up, and denizens of the local shadows will react to the runners as if they are corporate goons. If necessary, turn up the hostility toward the runners until they decide to go back to the Prof and ask for a mission or the October 25th Alliance captures them. Go to **Getting the Word Out**.

GETTING THE WORD OUT

TELL IT TO THEM STRAIGHT

As you look out over the Gauntlet, you realize that the local underground and the SamTran corps take their little war very seriously. The narrow corridor where the monorail system enters and exits San Francisco, is a favorite site for terrorist attacks against the Japanese occupation forces. The burned out buildings along both sides of the elevated monorail track look deserted, but every time a train passes you hear shots ring out from them.

The Alliance's safe house is an old brownstone just a few blocks from the track, one of a small ring of reasonably intact buildings left in the area. The lower floors and basement have been cleared out and renovated with whatever modern equipment the underground members could scavenge, mostly second hand and hot bashed computers and communications equipment. All the technical is hooked up to a concealed satellite dish on the roof that links the brownstone into the greater Free State matrix. Not a bad set-up for a bunch of decadent Western subhuman rabble, eh?

HOOKS

This encounter is the big wrap up scene where all the forces in the adventure come together in an explosive confrontation. Time for the runners to get out all the aggressions they've built up over the course of their frustrating investigation. Blow the special effects budget on this scene.

BEHIND THE SCENES

The runners can locate and reach the Alliance hideout several different ways. Depending on how they get here, the gamemaster may need to adapt the read-aloud text in **Tell It to Them Straight**. If the runners have passed the Alliance test, the Prof or another Alliance representative leads them to the hideout. they will have fairly free run of the place and will see the things described above. If they track the place down themselves or via legwork, they must approach the hideout carefully. Resistance members will assume that the runners are hostile corporate agents unless they can prove otherwise and will try to capture them for interrogation. If they can't nab the runners, they will gladly shoot them.

IF THE RUNNERS ARE FRIENDS

If the Prof brings the runners to the hideout to talk with Sho, they find him and Hiro in one of the basement rooms. A couple technicians are setting up some equipment in the room that will allow them to decode the encrypted data stored in Sho's cyberware memory and transmit it over the local Matrix.

Sho tells the runners his story (see the **Introduction**, p. 28) while Hiro keeps a wary eye on them. Although Sho has said his piece, Hiro confesses that he tried to frame the runners into dropping their investigation. Sho has no desire to return to his family; he believes he will only disgrace them by his fate that he remain missing and the truth never be known. He knows it will be hard on them, especially his mother, but Sho has found a new life and a new purpose with Hiro and the Alliance. He firmly believes that the occupation of San Francisco is wrong and must be ended by any means necessary.

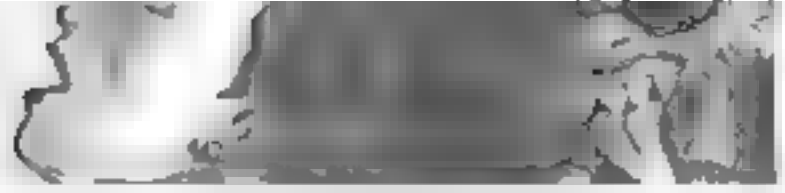
IF THE RUNNERS ARE CAPTURED

If the Alliance capture the runners, they will be relieved of their weapons and any obvious magical loci. Their captors will then take them to meet Sharon Greenfield, the commander of the Alliance cell. Greenfield is an elf and former citizen of San Francisco, whom the Japanese Imperials drove out along with many of the other metahumans. Greenfield will question the runners about their identities and their purpose. If they tell her the truth, she will allow them to speak with Sho Kojima but will not let them use force to persuade him to go with them. For Greenfield's statistics, use the Former Wage Mage archetype (p. 56, **SR II**) with the appropriate elven racial modifiers.

Once the runners have had a chance to talk with Sho, all hell breaks loose, as described in **The Factions Attack,**

IF THE RUNNERS FIGHT

If the runners end up fighting the Alliance cell—either to break into the hideout or to break Sho out of it—they will face strong opposition. The Alliance members are not all that tough, but their devotion to their cause gives them each a Professional Rating of 4. The runners will also face magical opposition from Sharon Greenfield, Sho Kojima and Hiro; the free spirit will fight to the death to stop the runners from taking Sho. For the Alliance members' statistics, use the Corporate Security Guard (p. 205, **SR II**) armed with Ares Alpha's and Lined Coats or the equivalent.



Once the runners have gotten into a good running fight with the Alliance members, company shows up, as described in **The Factions Attack.**

THE FACTIONS ATTACK

Meanwhile Yamatetsu agents have tracked the information theft back to Mr. Kojima Sr.'s access codes. A thorough and fairly brutal interrogation of Kojima revealed that he knew nothing about the disappearance of the data, but his missing son was an obvious potential culprit. Corporate agents have concluded that Sho Kojima took the data and intends to hand it over to his friends in the resistance movement. They have discovered the location of the Alliance cell and believe (correctly) that Sho has taken the data there.

At the same time, Nova Han-Mishima has been pursuing the stolen data through Schreck. After his initial encounter with the runners at the White Horse Tavern (**Going Underground**, p. 35), Schreck has tracked the Prof and Sho Kojima to the brownstone hideout.

Both corporate factions happen to pick the same time to make their bid for Sho and his data, and the runners get caught in the middle. The attack comes at night (if possible). Schreck severs the power lines to the building, and so the power goes out. Schreck is the first to enter the building, using stealth and his adept powers to overcome any obstacles between him and Sho Kojima. At about the same time that the runners suspect Schreck's presence, a Yamatetsu assault team hits the hideout. The Yamatetsu soldiers as Corporate Security Guards (p. 205, **SR3**), wearing partial heavy armor and armed with AK-97s. They are accompanied by a Combat Mage (p. 50, **SR3**). Set the total number of Yamatetsu and Alliance personnel at twice the number of runners. If desired, increase or decrease the Yamatetsu and Alliance personnel based on the size and expertise of the runners' group and the number of Alliance members in the building.

The attack quickly degenerates into a melee [illegible] runners, Sho and Hiro an opportunity to overcome both Schreck and the Yamatetsu goons. Surround the runners' part of the fight with clashes between the corporate soldiers and the Alliance members, plus lots of incidental damage and explosions.

DEBUGGING

The runners are faced with a bit of a quandary in this encounter. They have found Sho, but he does not want to come. He possesses stolen information that has gotten a couple of powerful corps hacked off at him, and he's working with the underground. The runners might simply want to wash their hands of the whole mess and be done with it, or they might try to forcibly return Sho back to his family.

If the runners want to pack it in, they must fight their way past the Yamatetsu goons and Schreck. Both the goons and Schreck will assume that the runners are on the Alliance's side. If the runners worked for the Alliance in **Enemy of My Enemy**, they are some allies and therefore a better chance of getting out alive. Assuming they survive the climactic battle, Mr. Kojima [illegible] them the full agreed upon fee, as it was not the runners' job [illegible]

If the runners try to take Sho by force, Hiro and the members of the Alliance will try to stop them. When Schreck and the corporate soldiers attack the hideout, the fight will become a free for all in which everyone is after Sho and the data. The runners will have a hard time both [illegible] to Sho, who will resist them to the best of his ability. Returning Sho Kojima to his family will effectively deliver him into Yamatetsu's less than gentle hands, a fate [illegible] not to wish on anyone.

PICKING UP THE PIECES

After the attack on the Alliance hideout the surviving members of the resistance cell which should include Sharon Greenleaf will make arrangements to download Sho's stolen data and send it out over the Matrix where it will do the greatest damage to Yamatetsu operations in San Francisco. The Alliance will appreciate any help the runners offered during the assault and will owe it in a future favor.

Sho Kojima and Hiro will remain with the Alliance. Sho will ask the runners to tell his family that he is safe and will contact them when he feels the time is right. Once the stolen data is publicized Yamatetsu will lose all interest in the Kojima family. If either Sho or Hiro dies in the fighting, the other will be grief stricken at the death of his partner and will want revenge on those responsible which could lead to another adventure for the player characters.

If the gamemaster is feeling kind and wants to offer the runners some additional compensation for their trouble Hiro can use his wealth power to give them gems and precious metals worth several thousand nuyen. The exact amount depends on how much additional cash the gamemaster wants to give the characters—preferably no more than an additional 10 000 nuyen.

Schreck will try to escape if things go badly against him in the final fight and he may return to plague the runners in a future adventure. Nils Hammarand takes note of the player characters and may deal with them in the future. He may offer them a job involving other Saeder Krupp interests in California, which may be rewarding (if their talent impressed him) or a set up (if he wants payback because the runners spoiled his plans.

Yamatetsu will not look kindly on anyone connected with the loss of their sensitive data and may blacklist the runners. (No more Yamatetsu sponsored jobs, chummers—too bad.) The corp might also use an intermediary to hire the shadowrunners for a [illegible] mission.

THE YAMATETSU DATA

The stolen Yamatetsu data—called "The [illegible] Schoolhouse"—is a set of undoctored spreadsheets that blow a huge hole in Yamatetsu's metahuman-friendly public [illegible]. Yamatetsu has supposedly been offering metahuman [illegible] top notch corp-run schools, but the documents show that "schools" are actually clearinghouses for [illegible] children and their parents are taken to labs in the rural Central Valley for "testing." The spreadsheets trash Yamatetsu's pose as a friend of metahumanity and prove to the entire resistance movement that Yamatetsu is no better than any other corporation in San Francisco.

Yamatetsu responds to the release of the data by announcing a round of firings. Top executives will claim that a rogue mid level manager diverted the funds intended for the schools and set up the whole deal with the Central Valley labs. They will further claim that Sho's father discovered the incriminating spreadsheets and posted them at great personal risk to expose the bad seed at Yamatetsu. They will not mention Sho or any resistance group. Sho's father, heralded as a hero, will get a promotion, and Yamatetsu will "make amends" by funneling nuyen and products (Yamatetsu's, of course) into some of the poorer sections of Oakland (until the spotlight is off).

AWARDING KARMA

Award team Karma for the adventure as listed below. Award individual Karma per standard rules (p. 190, **SR3**).

Survival	1 point
Threat	1 point
Finding Sho Kojima	1 point
Helping the Alliance against Yamatetsu	1 point

CAST OF SHADOWS

SHO KOJIMA

Sho Kojima comes from a well off corporate family and has the potential to be a capable mage someday, but he is not a happy young man. For years he has concealed his homosexuality from his parents and friends for fear of hurting them and damaging his career, and the effort has left him isolated and lonely. By throwing himself into his studies he has earned considerable praise from his instructors and his parents, but his outward achievements have only worsened his inner turmoil.

During the past few months, Sho occasionally snuck out to clandestine gay establishments in San Francisco. Nils Hammarand discovered these indiscretions and made Sho's worst nightmare come true by blackmailing him. Desperate to escape a terrible choice between dishonor and betrayal, Sho summoned an elemental to kill Hammarand.

That elemental Hiro proved to be the literal embodiment of Sho's dreams. Eventually the two decided to flee. Concerned about his family and confused about what to do next, Sho hooks [illegible] At first he [illegible] underground's cause.

Attributes
Body: 3
Quickness: 3
Strength: 2
Intelligence: 4
Willpower: 4
Charisma: 5
Essence: [illegible]
Reaction: 4
Magic: 5

Skills
Conjuring: 4
Enchanting: 2
Etiquette ([illegible]): 2
Magical Theory: 4
Sorcery: 4
Unarmed Combat: 2

Initiative: 5 + 1D6
Threat/Professional Rating: 2/2

Cyberware
Datajack
Headware Memory: 80 Mp

Gear
Armor Clothing: 2/0
Yamaticha Raidin™ Laptop Computer: 250 Mp
Hermetic Library Rating 2: [illegible]

Spells
Detection
Analyze Magic: 2
Health
Treat: 3
Illusion
Mask: 3
Manipulation
Light: 2

[redacted]

Hiro is a kami, a special type of shamus spirit. Like every other kami, Hiro's form and [illegible] desires and hopes of his [illegible] Sho Kajima. The newly freed spirit [illegible] was awakened to a world of sensations and emo[illegible] never suspected, and he is passionately in love with his summoner. As suits his fiery nature, Hiro is dedi[illegible] fierce. He is utterly loyal to Sho and wants to protect him from harm at all costs. Unfortunately, Hiro is not we[illegible]

nances of the mundane world and knows li[illegible] a poor planner [illegible] warriors who appear [illegible] will be able to win Hiro over to their side.

Attributes

B	Q	S	I	W	C	E	R	Armor
8	6	9 x 4	7	7	7	8	5 (A)	Special

Initiative: 15 + 2D6 + 1D6
Force: 5
Spirit Energy: 2
Threat/Professional Rating: 5, 4
Attacks: 5 dice, 7M damage
Powers: Engulf, Flame Aura, Flame Projection, Guard, Huma[illegible] Form, Immunity to Normal Weapons, Manifestation, Movement, [illegible]
Weaknesses: [illegible] by Water
Note: The Attributes listed ap[illegible] natural form; all Attributes are equal to force. Spirit Li[illegible]

SCHRECK

Schreck is Nils Hammarand's principal agent in **Two Solitudes**. A physical adept who follows the Twisted Way (p. 54 **Awakenings**). Schreck is a giant of a man, as tall as most orks and with muscles like bunches of steel cable. He has rough, chiseled features, a wild mane of white hair. He typically wears [illegible] and speaks with a German accent. He lives in Los Angeles and works as a "special [illegible]" for Aztech Entertainment Siegfried Krupp's L.A. subsidiary.

Schreck is morally unstable by almost anyone's definition. His magical path is focused solely on improving his ability as a killer. He claims to possess empathic ability that lets him draw strength and sustenance from the pain and fear of his victims. If he was on his own (rather than working for Siegfried Krupp), Schreck would probably be a serial killer. As it is, his work for Hammarand gives him plenty of opportunities to indulge his addiction to inflicting pain on others.

Schreck prefers to fight opponents barehanded and crush the life out of them, but he is wily and capable enough to use what ever means are at his disposal. If he is clearly outclassed by a superior opponent, Schreck withdraws and begins plotting a new means of attack. Once unleashed on a target, he never [illegible] he keeps coming back until he finishes the job or his corporate masters call him off.

The gamemaster should play Schreck as a shrewd character rather than a loose cannon. He is a murderer, assassin and a professional, which means he is more valuable to his superiors alive than dead and he knows it. If the fight looks bad, he bails out and fights again at a better time.

Attributes

Body: 6 (9)
Strength: 6 (10)
Quickness: 4
Intelligence: 4
Willpower: 5
Charisma: 2
Essence: 6
Magic: 5
Reaction: 4

Initiative: 4 + 2D6
Threat/Professional Rating: 6/3
Initiate Grade: 4

Skills

Armed Combat: 6
Athletics: 6
[illegible]: 3
Firearms: 6
Stealth (Urban): 5
Unarmed Combat: 8 (10)

Adept Powers

Empathic Sense
Body +3
Improved Unarmed Combat: [illegible]
Night Vision (Mystically enhanced; eyes only at night)
Pain Resistance: 3
Strength Boost: +4 (eyes only when victim is frightened or in pain)

Gear

Armor jacket (over form fitting body armor (total armor rating: 6/4)
Colt Manhunter Heavy Pistol (10 clip): 5A 9M
2 [illegible] like grenades

Notes: In addition to his adept powers, Schreck has the following spells: Quickened [illegible] his person by a Saeder Krupp mage: Enhance Aim (Force 2), Personal Spell Barrier (Force 3) and Increase Reflexes [illegible] (Force 4). The spell barrier adds +3 to the target numbers of all spells cast on or against him.

OCTOBER 25TH ALLIANCE

[illegible] as well as terrorist style attacks. In the belief [illegible] not solve the "Japanese-up problem." As the Alliance sees it, [illegible] Japanese corps and Imperial troops are gone.

[illegible] violence. They send experts crawling through the Bay Area [illegible] the Oakland-Berkeley sprawl. Their People's Tribunals can be hard on lawbreakers, so visiting runners are advised to clear [illegible] with the locals. However, [illegible] other San Francisco authorities aren't really considered [illegible] because the Japanese corps are the enemy.

The University's classes "float" between various locations in the [illegible] plex to protect both students and instructors, who are favored targets for corporate terror squads. The university offers a wide range of courses, including classes in basic literacy skills, computer technology, metahuman history, radical politics, mind-[illegible]-cine, law, and sociology. For interested students, the Alliance offers political forums and discussion groups through the univer[illegible] [illegible] thing they need to know about the Alliance and [illegible] of port [illegible] Workshop classes [illegible] by the Neo-Anarch[illegible] [illegible] by laws work for you, and writing effective [illegible] Students can also take classes in such "special[illegible] [illegible] techniques. In fact, the university often arranges lodgings for runners, deckers, and riggers willing to teach such classes.

In addition to providing city services, the Alliance and its fellow resistance groups act as law enforcement in the Oakland-Berkeley sprawl. Their people's tribunals can be hard on lawbreakers, so visiting runners are advised to clear [illegible] with the locals. However, [illegible] against corps or other San Francisco authorities aren't really considered [illegible] because the Japanese corps are the enemy.

The Alliance was the [illegible]ing force behind the formation of the People's University in Berkeley, where people learn everything from vital job skills to effective ways to fight corporate power in the Bay Area. The university runs a medical clinic and several food [illegible] (these are the only current [illegible] listed addresses). The clinic provides medical care free of charge, no questions asked, to anyone who needs it. The food pantries provide staple food items to anyone who requests them. Both of these services have gone a long way toward alleviating the chronic poverty of the Oakland, Berkeley metroplex.

C.O.D.

PLAYING WITH FIRE

Once before decades of weak liberal leadership pushed our once great country to the brink of destruction, a proud and fearless America stood foremost among the nations of the world. Now the people of the United Canadian and American States stand at the brink, gazing down into the abyss. One more step in the direction we have been going, and the unnatural forces that have manipulated us for years will cast this country over the edge into anarchy and destruction. One moment of weakness, and the abom nations that lurk in the depths of our cities will rise up to tear us apart. One push from unfriendly hands, and the greedy watchers that stare hungrily across our borders will swarm into our lands like locusts and consume every trace of our country's greatness. We can go no closer to the edge without falling, my fellow Americans, and it is this very election that will determine whether we fall forward or step back.

If you will support me—if you, and thousands of normal Americans like you, are willing to defy those who would send us rushing headlong into damnation under the guise of "progress"—then we can step back from that abyss. We can take our streets and our schools back from those who are using the weakness and fear of our so-called leaders against us. It will be a long and difficult road, but together, we can restore to this country the greatness that has always been, and will always be, its birthright. Will you take that first step with me?"

The responsive roar from the tri-d set was deafening for the fraction of a second before the dampers throttled it back to a dull murmur. Carroll smiled at the screen for a moment, watching as Kenneth Brackhaven made his way from the podium to his waiting limo, then tapped the Off button on the desk-mounted control console. Turning from the screen, Carroll settled back into his chair and turned to face his guest.

"You, Mr. Brackhaven seems a very popular man, Mr. Carroll," his visitor said. The middle-aged Japanese gentleman smiled faintly, his white teeth barely visible between thin, papery lips. "His campaign must be going well."

Carroll grinned in return.

"Yes, Mr. Yamazaki, I'd say it's going very well. Every day more and more people realize that he's the country's best bet for getting out of the mess we're in. And with metahuman violence on the rise the way it is, it's no surprise that he's gaining momentum." Carroll shook his head with a chuckle. "The stupid frogs don't realize they're digging their own graves."

Impatient with Carroll's small talk, Yamazaki put on his "business face" and let his smile fade. As lucrative as the business engagement with Carroll was, Yamazaki had never liked fanatics of any stripe, and the yakuza found dealing with the man personally distasteful.

One would think the violence would have died down now—the gangs must have a strong motivation indeed to continue their destruction at such a pace."

Carroll's smile tightened a notch.

"Strong motivation, eh? How strong do you think it will have to be?"

"I believe that a twenty percent increase in funding would be sufficient for the next month, Mr. Carroll. After that, who can say? Such individuals are easily distracted, and holding their attention can be quite difficult."

"Twenty percent?" Carroll barked. "I'd be surprised if the whole gangs see a quarter of that. You're just looking to increase your clan's profit margin."

Yamazaki merely waited impassively. He was sure Carroll was too pleased with himself to haggle over details.

"Well, hell, you people have earned your money so far, and the results are worth it. All right, you can have your twenty percent—but don't expect another increase next month."

Wordlessly, Yamazaki extended a platinum-ringed crystal over the desk. Carroll took it with a grunt, then slipped it in his reader and began tapping the keypad with his thick fingers, continuing to boast as he worked.

"We may not need to continue this particular project for too much longer anyway. We've got a lot more stuff in the works, including a dragon incident that's gonna blow Dunkelzahn right out of the fragging water." Yamazaki stiffened slightly, but Carroll didn't notice.

"We're gonna have this whole country so terrified of anything magical that they won't dare vote for anyone but Brackhaven."

"Dragon incident?" Yamazaki carefully kept his voice neutral, expressing idle interest and no more. If this had anything to do with recent rumors among his people, Carroll and his associates were even bigger fools than he had thought. "Street rabble are one thing, but I can't believe you'll be able to hire a dragon to cause public mayhem, particularly with one of their own running for president."

Carroll laughed out loud this time, a crude cackle that turned Yamazaki's stomach.

"Well, *hire* is probably the wrong word. Let's just say that those boys you sent over last week are really gonna come through for us. We've gotten hold of something that's gonna bring a dragon to town, mad enough to shake the walls down."

He pulled the credstick from its slot, rolling it in his palm momentarily before handing it back to Yamazaki.

"And when he does, the stupid worm is gonna send Dunkelzahn's campaign right down the drekker where it belongs."

Returning the credstick to his pocket, Yamazaki rose and bowed.

"A very clever plan, no doubt. I look forward to seeing it implemented."

Yamazaki wanted to press for more information but didn't dare arouse Carroll's suspicions. The man was a braggart and a fool, but he was not blind.

"Now, if you will excuse me, I will begin putting your generous donations to work for Mr. Brackhaven. Konbanwa, Mr. Carroll."

Yamazaki returned to his limousine without a word, pulling his cell phone from his pocket only when the car was well clear of the MCT parking garage. He dialed swiftly, punching in the appropriate security codes. As the call wound its way through a complex web of connections toward its destination, Yamazaki tried to determine the best way to present his news. Speaking to the oyabun always made him nervous, particularly when his call might interrupt important business. But this news could not wait, for even oyabuns fear the anger of great dragons.

INTRODUCTION

In C O D, a Johnson hires the runners to pick up a large, mysterious package at a smuggler's way station just outside Seattle, keep it protected at a safe house for a [illegible], and deliver it to a downtown Seattle [illegible]. Along the way, several gangs and a yakuza hit squad attempt to snatch the package from the runners, a paramilitary group helps the team fend off the attackers, but the strangers refuse to identify themselves or explain their interest in the matter. When the runners attempt to deliver the package, they encounter a very upset great eastern dragon, who is intent on reclaiming the package—which contains a dragon egg.

C O D is set in Seattle but can be moved to another city that could plausibly have yakuza operating within it.

WHICH CAME FIRST?

The Human Nation works hard to get what it wants—and at the moment, it wants Kenneth Brackhaven to become the next UCAS president. So far, Brackhaven has gained popular support by exploiting people's fears of magic and metahumanity, and the Nation has been helping their candidate by stirring up as much metahuman gang violence as it can. (Apparently, Human Nation members figure that John Q. Public will grow more suspicious and afraid of metahumans—and more susceptible to Brackhaven's bigoted message—every time he sees meta gang violence on the latest news.)

In Seattle, the effort to stir up such violence is led by Lawrence Carroll, a mid-level manager at MCT. Carroll has been performing his mission by paying metahuman gangs to cause as much public mayhem as possible. To prevent the gangs—and anyone else—from learning of the Human Nation/Brackhaven connection to the whole business, Carroll has been using local yakuza as middlemen to contract and negotiate with the gangs.

Recently, in response to the great dragon Dunkelzahn's slow but steady rise in the polls, Carroll hatched a new plot designed to stoke people's fears of dragons. Using money from other Human Nation members as well as a considerable amount from

his personal funds, Carroll had his yakuza middlemen contract a top flight team of runners to steal a single dragon egg from the lair of Masaru, a young great eastern dragon dwelling on Vancouver Island. Then Carroll hired some less expensive, more expendable shadowrunners (guess who) to keep an eye on the egg until Masaru wakes up and seeks it out. (Carroll has no doubt that a being with the magical power of a dragon will be able to track down the egg, and he is correct.)

Knowing that the dragon will zero in on the stolen egg, Carroll directs the runners to deliver it to a busy downtown area—thereby ensuring that Masaru's attempt to reclaim his property will appear as an "unprovoked attack" and attract as much public attention as possible. Members of the Human Nation's paramilitary wing, the Flaming Sword, will be on hand to make certain that Masaru, the egg and the runners are all destroyed during the battle, thus removing any evidence of Carroll's plot. The incident will provide Kenneth Brackhaven with a wonderful opportunity to rail about the [illegible] and unstable nature of dragons, and Dunkelzahn's poll numbers will drop faster than a penny off a skyscraper.

At Carroll s last meeting with his yakuza contact he inadvertently dropped a few hints about the operation The contact Isao Yamazaki had arranged the initial meet between Carroll and the egg stealing runners, but Yamazaki had no idea at the time what Carroll was planning Realizing that Masaru might very well trace the theft of its egg back to him Yamazaki immediately began trying to recover the egg However Carroll s Flaming Sword troops are on alert to make sure that everything goes according to the plan

Masaru, of course wants his egg back, come hell or high water If the dragon has to make a public attack to get it, Blackhaven s campaign will receive a major boost (and Dunkelzahn s will take a massive hit) The runners can prevent this—and perhaps avoid Masaru s wrath—by returning the egg to the dragon However, the runners will also make themselves some very dangerous enemies among the Human Nation

SETTING THINGS UP

Before running C O D try to make the characters aware of an increase in metahuman gang violence over the course of the election season. Playing the adventures in Shadows of the Underworld as well as the ones in Super Tuesday should accomplish this goal The gamemaster may also involve them in attacks by metahuman street gangs or describe the increasingly frequent mid news stories about such violence Gamemasters may also mention that Kenneth Brackhaven is talking about the gang attacks in his campaign speeches but should take care not to expose the connection between Brackhaven and the attacks

PICK UP AND DELIVER

TELL IT TO THEM STRAIGHT

The telecom s beep gets you out of bed at the crack of noon, which doesn't do much for your mood You stumble over to the terminal and tap the ACCEPT key with a bleary "Watchuwant?" The screen brightens to show your fixer s smiling face and the day begins looking up as you hear him say the six magic words— I ve got a job for you." You could definitely use the cred right about now and besides, it s been so long since anyone s shot at you that you re starting to miss it

The meet s going down at a bar in Snohomish called the Eight Sixteen, a charming little nightspot where honest, hard working folks can toss back a few pints of soy beer while the jukebox plays the latest twang country hits Not the kind of place you re used to meeting a Johnson, but then, most of the Johnsons you meet in other kinds of places tend to frag you over, anyway Maybe just maybe this one will be an exception

After suiting up in your best honest hardworking folks clothes, you roll up to the bar a few minutes early to scan the place over Seems like the whole crowd has a "Detect Strangers" spell on, cause the minute you step through the door, almost every eye in the place swivels toward you The customers don t look exactly hostile but they sure aren t about to buy you a drink The looks don t bother you much—not after the drek you ve been through in your line of work—so you motion the bartender over and ask if your good buddy Johnson has been in tonight "Back room," he says, waving his bar rag toward the rear of the place "First door on the left past the kitchen " The customers drift back to their own business as you make your way to the designated door

Still you can t quite shake the feeling that the patrons are watching **(insert name(s) of metahuman runner(s))** with a little extra caution. You get the feeling that metahumans aren t exactly regular customers here at the Eight Sixteen. Then again, maybe they re just nervous because of all the metahuman gang violence that s been dominating the local news lately

The back room is an unremarkable cinder block cube with a well worn set of chairs and a battered old table that looks like it s made out of real wood A gaunt Eltyish human with graying brown hair and pale blue eyes sits at the far end of the table At first glance he looks like most of the patrons out front Then you notice his hideously expensive boots—looks to you like a typical corper trying to blend in with the locals

"You re prompt " he says "I like that " Hauling his feet off the table he motions to the chairs. "Sit down, and let s talk business My name s Lowery, and I need somebody reliable to take care of a package for me "

HOOKS

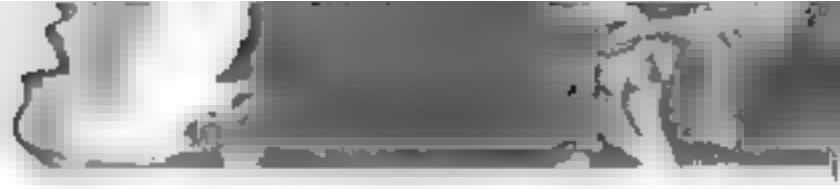
The beginning of this scene may make the runners, especially any metahumans, slightly uncomfortable—they are clearly strangers in this section of town and not particularly welcome strangers at that By comparison the meeting with "Lowery" (actually Lawrence Carroll) should seem friendly and straightforward Carroll is trying hard to present an honest and open demeanor to the runners, and he s a good enough actor to conceal his ulterior motives He doesn t act arrogant or superior but he will make it clear that he s the boss at the moment and he won t take any drek from the runners

BEHIND THE SCENES

Carroll tries to make the runners feel at ease offering to spring for drinks if the runners want them. However he has no real desire to get to know the runners and will keep chit chat to a minimum

Carroll explains that he has a large and valuable package arriving in Seattle the following evening He needs the runners to pick it up from the transport team and take it to a certain safe house in Redmond. The runners are to keep the package at the safe house unopened and undisturbed until Carroll tells them where to deliver it Within 48 hours, he will contact the runners and give them a downtown address to which they must deliver the box That done they can return to the Eight Sixteen to pick up the remainder of their fees

If the runners push for more information Carroll explains that he is an art collector, and he s adding a new piece to his collection Unfortunately the import and export duties on such objects are rather high so he s using "non standard methods"—i.e., shadowrunners—to deliver the item He doesn t expect any trouble but can t afford to leave the package unguarded He refuses



...ny more detail, saying that the runners don't need to ...ow. However, he assures them (truthfully) that they will ...not be carrying bombs, drugs, BTLs, weapons or anything else ...illegal or dangerous.

...Carroll offers each runner a fee of ¥10,000¥ in certi... ...¥4,000¥ each up front and the remainder once the ...age is delivered. If the runners haggle, Carroll seems sur... ...he's only asking the runners to sit on a box for a day or ...so. In fact, Carroll isn't expecting any trouble until the ...package is delivered, so his surprise is genuine. Still, the run... ...might negotiate a higher fee by making standard Negotiation ...tests (Carroll's Negotiation Skill is 5). Carroll does not expect the ...runners to live long enough to collect most of their pay, but he ...doesn't want to arouse their suspicions, so he bargains as if ...the money was coming out of his own pocket. If the runners ...have a vehicle large enough to transport the package (al... ...they don't), Carroll arranges access to a no-frills VW ...Microbus van (p. 31, **Bigger Black Book**), but warns them ...that damage to the vehicle will be deducted from their pay. ...Other than that, he expects the runners to be responsible for ...their own.

DEBUGGING

...If the runners seem likely to reject the job, Carroll appears to ...be at a loss for words. To him, it seems like easy money, and he's ...sure all other runners will take the job if the team turns him ...down. Make the mission seem like a milk run and let the players ...know they're "whacking out" if they won't take it.

...A brawl in the bar is the only other potential problem in **Pick Up and Deliver**. The customers out front are hardworking blue-... ...collar types, and they know they can't stand up to shadowrunners. ...If the runners cause trouble, the bartender immediately hits the ...panic button (Lone Star) under the bar, and the patrons flee. Lone Star will ...arrive promptly, and the runners lose any chance of being hired. ...Besides, if all the runners are professionals, they should know ...better than to cause trouble at a meet.)

SIGN HERE, PLEASE

TELL IT TO THEM STRAIGHT

...The stars are just starting to penetrate the evening smog as ...you drive through the gates of Flat City, a tiny airstrip in Redmond ...that specializes in, shall we say, *unscheduled* flights. You check ...your watch—nineteen thirty hours, which means your package ...should be arriving any minute now.

...With a resounding *tchonk*, high intensity arc lights pop to ...life over the airfield, illuminating the large, open stretch of ...blacktop that serves as the Flat City runway. As your eyes adjust ...to the sudden brightness, you see the rounded outline of a ...small transport, *Komet*, swooping in from the north for a perfect ...three-point landing. Whatever this package is, it's arriving in Seattle ...in style.

...As soon as the *Komet* comes to a stop, the airfield lights shut ...down, leaving the area dark except for your headlights and ...the LAV's running lights. The T-bird's rear hatch hisses open, and ...two elves and a troll perform a military-style exit. The troll scans ...the area for trouble, assault rifle at the ready, while one of the ...elves scans the northern sky with a pair of night-vision binoculars. ...The other elf looks in your direction and then approaches, a SMG ...slung over his back.

"You the pickup team?" he asks. When you respond affirmatively, he motions you toward the *Komet*. "Bring your van up," he says. "Let's get this thing transferred."

As you approach, you see the troll stomping down the T-bird's loading ramp with what you assume must be your package. It's a black, reinforced plastic case about a meter and a half tall, by a meter square, and looks fairly heavy from the way the troll's handling it.

"Okay, chummers," says the elf in charge. "It's all yours now. Happy trails." The troll plunks the case down at the bottom of the ramp, and the transport team promptly heads back toward the idling *Komet*. Doesn't look like these three plan on hanging around to answer any questions.

HOOKS

"Lowery" has arranged some high-quality transport and experienced escorts for a "harmless art object," which should make the runners a bit suspicious, if they are not already. Play the transport team as skilled, savvy runners who want to hand off their cargo and be on their way. These runners are trying to make it a simple, businesslike transfer, but they're worried that Masaru might be pursuing them and want to put some serious distance between themselves and the egg as rapidly as possible.

BEHIND THE SCENES

The transport team has just arrived from Masaru's lair, where they managed to steal one of the dragon's eggs after knocking the dragon unconscious. (How? Don't ask—it involved a specially designed Stun Masaru spell, some very expensive fetishes, several elementals, precise timing, massive amounts of Karma and a generous dollop of luck.) They caved in the entrance to Masaru's lair to buy themselves more escape time, then raced to Flat City to drop off their package.

As soon as the characters have taken the package, the transport team members head back to their LAV and lift off. They're not sure just how far behind Masaru is, and they want to get far away from the egg before the dragon shows up. Additionally, their mage was badly wounded during the snatch, and they're anxious to get her some medical attention. Any character who makes a successful Perception Test can see the banged-up mage in the LAV. Any astrally projecting magician can see the injured mage from astral space and recognize that she recently engaged in some powerful astral combat.

The transport team members are not sure who the characters are or what they're going to do with the egg, and frankly, they don't *want* to know. The characters can ask the transport team any questions they like, but they're not going to get much in the way of answers. Twiggs, the brusque elf samurai who acts as the team's spokesman, responds to any inquiries with comments like

"Sorry chummers, but if Mr. Johnson wanted you to know, he would've told ya."

HOT PURSUIT

Once the characters have loaded the egg into their vehicle—along with the case, it weighs about forty kilos—they can set off for the safe house, a former firehouse located about ten kilometers away in the Hollywood area of the Barrens. On the way, have the driver (or any other character who says he is watching for pursuit) make a Perception (5) Test. On a successful test, the character notices a pack of about a dozen motorcycle riders following at a distance. If the character achieves 3 or more successes on the test, he can see that the riders are all human and are all wearing distinctive red and orange leathers under their heavy coats. Any character who makes a successful Street Etiquette (4) Test identifies the bikers as the notorious 405 Hellhounds gang and realizes that the Hellhounds are some distance outside their usual turf—which might explain why they're concealing their colors.

Isao Yamazaki has hired the Hellhounds to follow the runners and the egg. Yamazaki was responsible for hiring the transport team in the first place and knew that it would be using a Courier, so he simply hired several gangs to watch Seattle's secret Tir bird landing sites. The Hellhounds are not looking for a fight; they are simply following the egg to its destination so that they can inform Yamazaki of its whereabouts. If the characters try to outrun or engage the gangers, use the standard vehicle combat and pursuit rules (pp. 104-107, **SR3**). The gangers drop back, take cover or scatter if fired on. They will not return fire because Yamazaki has threatened them with slow, painful death if the van's cargo is damaged, and the Hellhounds don't want to risk it.

If the runners manage to capture one of the Hellhounds, the biker knows nothing about the runners' cargo. The Hellhounds' boss simply told them to look for a Komet coming in to Seattle, find out where the Komet's cargo was taken, then come back and report in. Any biker caught by the players will not know where the Hellhounds are to meet their contact.

DEBUGGING

If the runners get into a scuffle with the transport team, they're in trouble. Twiggs's experienced team members have just returned from a run against a great dragon, so they're armed for bear. Use the Elf Street Samurai archetype (p. 7, **Contacts**) for Twiggs, but give him an Intelligence of 5, (that increase makes his Reaction 6 [+0] and his Initiative 10 + 3D6). The rest of his team includes an Elven Hitman (p. 206, **SR3**) packing a Mossberg SM-CMDT, a Troll Street Samurai (p. 13, **Contacts**), a human Rigger (p. 59, **SR3**) with Vectored Thrust 4, and an unconscious elf mage. Every team member wears Light Security Armor and Security Helmets (total armor 7/6), and each has a Professional Rating 4 and Threat Rating 5. For combat purposes, treat the Komet as a Banshee (p. 204, **SR3**).

Twiggs' team does its best to protect the egg. If the runners attack for some reason, but the team is not willing to die for it and will retreat without the egg if that becomes the best option. Additionally, [illegible] commandos to kill the player characters and recover the egg.

If the players notice the Hellhounds, they may decide to ignore their assigned safe house and head somewhere else. Wherever they go, the Yamazaki will be able to track them down before too long. Furthermore, Carroll has hidden a tracking device inside the egg case and will be able to track its whereabouts easily. And Musanu's magical abilities enable the dragon to track down the egg wherever the runners take it.

If the runners proceed to a location other than the pre-arranged safe house, modify the description in **I Hear You Knocking** to match the new location.

I HEAR YOU KNOCKING

TELL IT TO THEM STRAIGHT

Through the driving rain on your grimy windshield, your headlights finally pick out the building you've been looking for—a two-story brick monstrosity that looks as old as Seattle itself. The building's surprisingly good shape for its age, though, particularly considering the neighborhood. After opening one of the massive garage doors in the front wall, you roll inside and seal the place up behind you. The main room is a huge, empty concrete box with an oil-stained floor, a battered sofa, a cheap card table and chairs, an old tool set and an antique phone on one wall. Except for the rusty metal pole that extends through a hole in the ceiling to the second story, the place looks just like every other safe house you've ever been in.

You make a quick sweep around the place to make sure it's clear. It might not be much, but it's gonna be home for a while, so you make yourselves comfy and start waiting for the phone call.

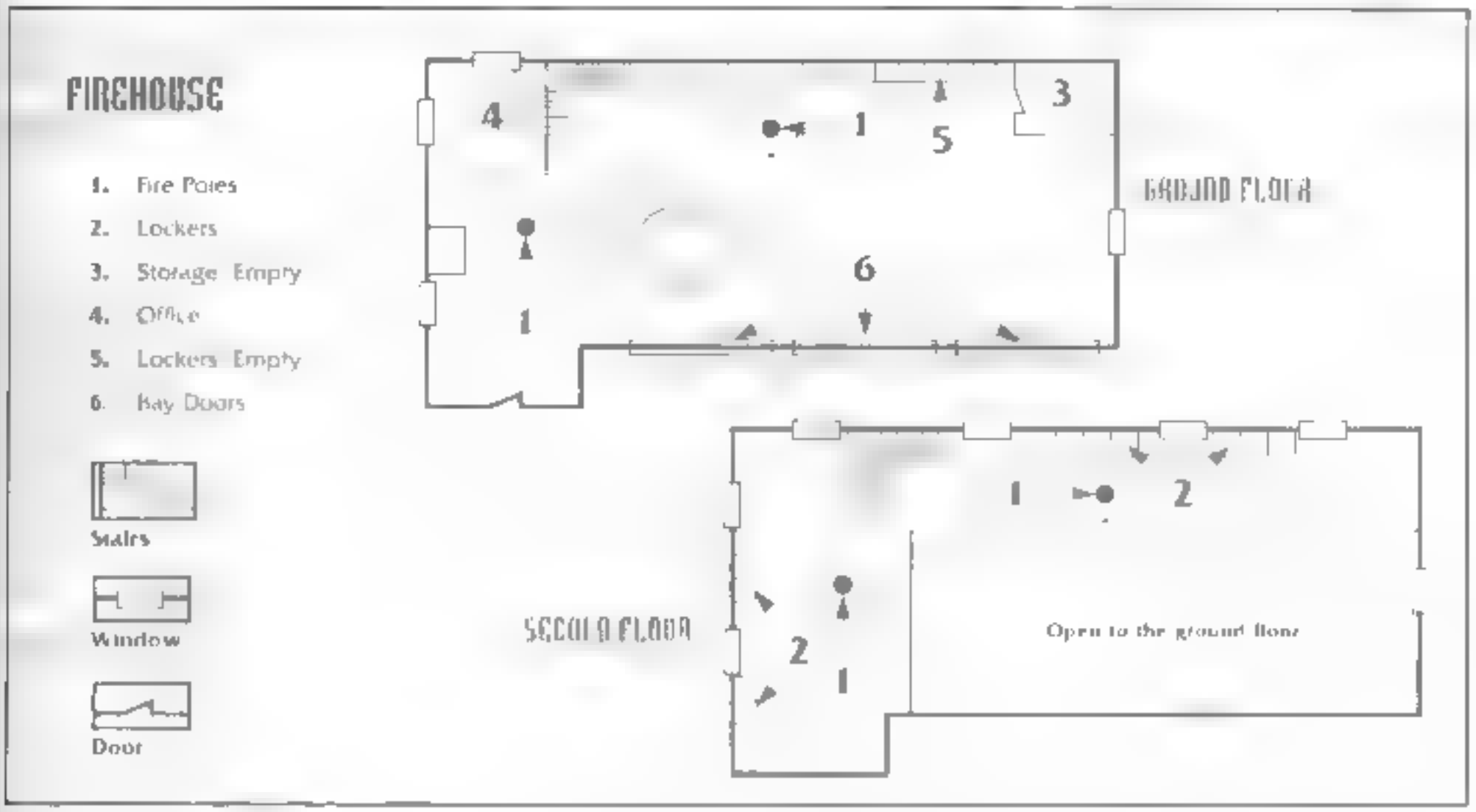
Read the following if/when the characters open the crate:

Finally, you get past the lock and flip the latches. Noiselessly, you raise one side of the crate. Under the thick gray packaging foam you see a smooth, oval shape, about a meter long and half as big around. It's a pale yellow color, lightly mottled with mossy green patches and flecks. It looks almost like plastic at first, but then you realize what you're looking at.

Only a few things can lay an egg that big, and none of them are the kind of thing you'd want to run into.

HOOKS

Keep everything as quiet and calm as possible at the start of this scene. No trouble is in sight, even if the runners got into a skirmish with the Hellhounds on their way to the safe house, the gangers are nowhere to be seen now. Give the players a chance to roleplay a little, as they balance the need to guard their package with the insufferable boredom of an empty safe house. Maybe they'll get into an argument over whether or not to open the crate. If they start going off on wild tangents or showing signs of getting bored, hit 'em with the Red Hot Nukes attack (see **Bang Bang on the Door**, p. 50). Alternatively, the runners may open the crate and discover the egg during this scene. If they do, give



them a good long moment to realize what deep drek they're in, then hit them with the gang attack.

When the Nukes attack, start the combat like an Old West bushwhack. The gangers take potshots at the runners from behind cover but scrupulously avoid shooting anywhere near the egg case. However, the mood becomes much more up close and personal when the yakuza team starts mixing it up with the player characters. Use the quirks of the fire station setting to add flavor to the combat. Heck, where else can you have a physical adept slide down a fire pole to attack an opponent?

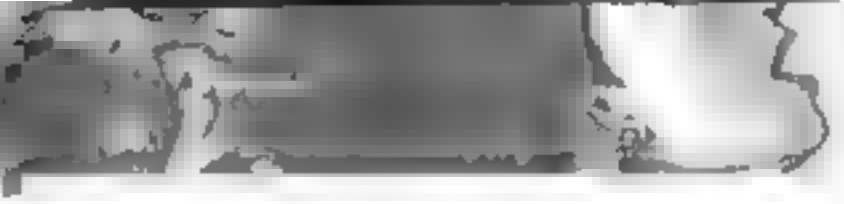
BEHIND THE SCENES

The safe house that Carroll has arranged is a converted fire house (see map above). It's an old but sturdy building (Barrier Rating 12) with few windows but good visibility and lines of fire. Any runners among the runners should find it nicely defensible. The main room can be entered through two large vehicle doors (Barrier Rating 6), which can be secured with heavy metal chains. The third, normal-sized door is secured with a Level 6 maglock. The credsticks Carroll gave the team contain the correct passcode. The surrounding rooms are empty, and the phone is set up to accept incoming calls only. In short, the safe house is a really boring place to spend a few days.

Outside, a team of eight Flaming Sword snipers, led by "Captain" Rob Sewall (see **Cast of Shadows**, p. 55), are carefully hidden on the surrounding rooftops. Two snipers are hiding on each of the four buildings surrounding the firehouse (front, back and each side). The snipers have two purposes: to keep the egg safe until it's time for the runners to deliver it downtown, and to make sure that the runners don't screw anything up. The snipers will remain carefully concealed unless they need to defend the egg or take down renegade runners. Sewall carries a signal locator, which is locked on the tracking device inside the egg case. If the runners decide to take the egg somewhere else, he sets up his squad wherever the runners hole up. If the runners spot and confront Sewall or his snipers, see **Friends Like These**, p. 51.

The runners will probably take this opportunity to examine their package. As described earlier, it's a large black case made of reinforced plastic (Barrier Rating 8), the kind of foam-lined case used for shipping fragile electronic equipment or presumably art objects. The two halves of the crate are hinged together on one side and locked on the other with a Rating 8 maglock (the runners do not have the passcode). Several tape seals are set across the lock, so any physical tampering will leave obvious traces. Astral examination reveals nothing unusual about the crate from the outside. However, any astrally projecting character who attempts to reach into or pass through the crate will bump into something solid (the egg, though the character will not know this). Magician characters should realize this means that something in the crate is either magical, heavily warded or alive.

If the runners manage to open the crate, they'll find the egg wrapped in heavy packaging foam. Assessing the egg now will reveal that it is alive and strongly magical. Any character who makes a successful Perception (8) Test also notices a tiny pair of wires leading from the case's latch into the foam padding. The wires lead to a small transmitter buried in the foam. The transmi-



tel sends a sig'ud to Sewall if the seals on the case are broken. If that happens Sewa immediately phones the runners to express his disapprova; see **Friends Like These** p. 51). Gamemasters may give particularly careful or sk'lled characters a chance to notice the wiring before they break the seals completely, perhaps enabl-ng them to avoid tr ggering the alarm.

The packag ng foam also conceals the tracking device that Sewall is using to keep track of the egg. If the runners use a bug scanner or similar equipment to scan the case, they notice the track-ng device even before they open the case.

BANG BANG ON THE DOOR

If the runners do not provoke a reaction from Sewall and his team or open the crate, let the rest of the night pass uneventful- y. Then, short y before dawn, have the Red Hot N ikes attack them. The Nukes number about two dozen dwarf gangers. They take cover behind various rubbish and wrecked cars around the front of the build-ng and open fire; their initial volleys break some w'ndows and wake any sleep-r g runners but don t do much dam- ge. The dwarfs do not attempt to sneak around to the rear of the building or storm the firehouse. The gangers are content merely to stay under cover, fire at targets of opportunity and draw the runners' attention to the front of the bu- ding.

The Nukes attack is really a decoy for the three man yakuza strike team that is sneaking in through the back of the safe house to recover the egg. After slipping in through a second story rear window, the three yaks do their best to get to the egg and spirit it away unseen. They will fight if the runners spot them, but they will not k'l the runners if they can avoid it.

Meanwhile, Sewall s snipers will be trying to take out as many gangers as possible. (The gang attack also distracts the snipers, who don t spot the yakuza sneaking in.) The runners may not notice the snipers' silenced weapons, but they will probably notice that the dwarfs are dying faster than the runners can shoot them. After the combat ends, the runners will certainly wonder just what the frag is going on and may poke around and spot Sewall s sn pers. If so, handle the conversation between Sewall and the runners as outlined in **Friends Like These** (p. 51).

Statistics for Sewall, his snipers, and the yakuza team are provided in **Cast of Shadows** (p. 54). Use the follow-ng stats for the Red Hot Nukes.

Nukes Gang Members (12)

B	Q	S	I	W	C	E	R	Armor
5	5	3	3	4	2	3	6	4

Initiative: 3 + 1D6

Threat/Professional Rating: 2/2

Skills: Armed Combat 3, Firearms 3

Gear: Six gangers have Uzi I's (SMG, 24 (clip), BF, 6M), the rest carry Ares Predators (Heavy Pistol, 15 (clip), SA, 9M), and all wear ,-ned Coats (4/2).

Don t worry too much about roll-ng Attack and Resistance Tests for each indiv dual dwarf. The gangers aren t picking their shots too carefully, so the runners shouldn t be in any real danger as long as they keep their heads down. Furthermore, Sewall s

The yakuza team, on the other hand, will not put any run- es in its efforts to reclaim the egg.

ENTER THE DRAGON

Masaru escapes from his caved in lair at approximately [illegible] hours on the morning of the gang attack and immediately [illegible] a beeline for Seattle. Shortly after the dragon leaves, [illegible] receives word of the dragon s departure. (Carroll has a ship in the area, watching the dragon s lair.) After phoning in some [illegible] mous tips to the newsrooms at local rad stations, Carroll phones the runners and tel s them to make the delivery. (If the runners have holed up somewhere other than the firehouse, Carroll call- one of them directly—he s obtained the phone number from the fixer who arranged the meet.)

At this point, proceed to **You Can t Make An Omelet** (p. 52). Even if the runners have escaped with the egg and are on the run, proceed to that section, because Masaru will find the egg and the runners wherever they go.

DEBUGGING

If the yakuza team members manage to get away with the egg, Sewall sends half of his team to follow them (remember the tracking device!) while the other half accompanies him to confront the runners (see **Friends Like These** p. 51). If the players can con- vince Sewall that they weren t party to the yakuza action, Sewall will insist that the runners join forces with his troops to get the egg back. If the runners agree, proceed to **You Can't Make An Omelet** (p. 52), but stage the slam-bang finale at the yakuza s headquarters, with Masaru sweeping in at a climactic moment in the battle to take back the egg and k'll anyone who tries to stop him.

If the runners catch one or more of the yakuza team mem- bers, the prisoner s tells the runners about the theft of the egg (if the runners don t already know what they were guarding). The prisoner points out that Masaru is sure to come looking for his egg, and will probably kill whoever he finds around it unless they immediately return it to the dragon. The yakuza member will try to convince the runners to return the egg or help the yakuza do that before it is too late. (Sometimes even the hated yakuza can be right.) However, Sewall and his troops will try to block any attempt to return the egg.

Of course, the runners may decide to simply abandon the egg and make a run for it. Sewall s snipers will still try to kill them, but Masaru will no longer be interested in them. In this case, go to **Picking Up The Pieces** (p. 53) to determine the consequences of th s dec- sion.

Finally, if the runners damage or destroy the egg, everyone turns against them. Carroll and the Human Nation will be enraged that the runners spoiled Carroll s plan. Yamazaki will be enraged because the runners de-ied h- the opportunity to clear his rep- utation with the dragon. And Masaru will be enraged because the runners damaged or destroyed his egg. In a nutshell, the runners are pretty well hagged if they choose this option, so do your bes to discourage them if they seem to be lean-ng toward it.

FRIENDS LIKE THESE

TELL IT TO THEM STRAIGHT

Read the following if the characters spot Sewall's snipers after the gang attack

It doesn't take a genius to figure out that you weren't the only ones shooting at those gang bangers. Clearly, there's somebody else involved here, and you'd better find out who.

As you survey the battleground, you spot a flicker of motion out of the corner of your eye. Spinning into a crouch, you turn, ready to fire or dodge at a moment's notice. A silhouetted figure rises from the roof of a nearby building, long rifle held low but ready, and calls down from the rooftop in a hard, stern voice.

"Calm down," the figure says. "Just think of us as backup."

"Us? How many people are up there?"

"A little extra security, courtesy of Mr. Lowery. You people just go on with your job. We'll make sure that nothing goes wrong."

From the way the mystery man is holding that sniper rifle, you realize that last sentence could be interpreted in two possible ways, and you don't like one of them at all.

Read the following if the characters have opened the crate:

Abruptly, the phone on the fire station wall rings, startling you out of your thoughts. Maybe this is your cue to deliver the egg and be done with this fragging run once and for all. You answer the phone with a simple, businesslike "Hello?"

A right, angry voice comes back across the phone line. "Your instructions were to leave that cave unopened. You fragged that up. You people had better finish this operation according to the plan—*exactly* according to the plan—or you won't walk away from this one, understand? We're watching you, and we're not going to tolerate any more mistakes. Do I make myself clear?"

HOOKS

In this encounter, the runners meet Rob Sewall and his Human Nation goon squad. While they won't know exactly who the HN troops are, make it clear that these guys are tough customers who'd tend to make sure that the runners hurry their contract to the letter. The appearance of Sewall and his troops should also raise the runners' suspicions. After all, if Lowery can afford such high grade security, why did he need to hire the runners? If they haven't already, the runners should now begin to realize that they have gotten into something pretty deep, and it smells more like fertilizer than flowers.

BEHIND THE SCENES

Rob Sewall leads the Flaming Sword, the newly formed Human Nation military wing. Under orders from Lawrence Carroll, "Captain" Sewall has set up a squad of eight crack snipers around the safe house to make sure that the runners get the egg where it needs to go at the appropriate time. That means the snipers will help the runners fight off the Red Hot Nukes' attack and may even pursue the yakuza team if it seems necessary. On the other hand, the snipers are also watching the runners for the slightest hint of treachery. Finally, once the runners take the egg downtown and Masaru attacks them, the snipers have orders to destroy Masaru, the egg and the runners (as well as anyone else who might be able to expose the plot).

Sewall tries to keep himself, his squad and its mission concealed, figuring that the runners are more likely to do their jobs if they think everything is going as planned. However, Sewall certainly takes action if anything seems to threaten the egg (like the Red Hot Nukes attack) or if the runners make an obvious deviation from the plan (like trying to leave without the egg). Even if the runners detect the squad or the squad reveals itself to the runners, Sewall will not disclose any information about the squad or its mission.

Sewall views the runners (especially any metahuman runners) as ignorant pawns in a war they cannot possibly understand. He has confidence in his troops and their ability to carry out their mission, especially because they have good cover and the advantage of high ground. Sewall figures that the runners won't dare disobey his orders if they know that they are surrounded by expert marksmen, so he'll have his squad make a show of force if the runners try anything stupid (in Sewall's mind, anything not part of the original plan constitutes something stupid). However, if the runners die, his troops will have to deliver the egg and expose themselves to considerable risk in the process. To avoid this outcome, he orders his troops not to harm any of the runners unless absolutely necessary.

DEBUGGING

The biggest danger here is that the runners will draw Sewall's snipers into a fire fight. Sewall won't start a fight—he doesn't want to kill the runners until they've done their job and he certainly doesn't want to damage the egg—but he's too macho to back down if fired on. At first, he will order his men to shoot near, but not at, the runners, trying to scare them into submission. If this fails or if the runners wound one of the snipers, Sewall tries to shoot one of the runners (he aims for any magicians in the group) in the leg. If this fails, he orders an all out attack. Like most other Human Nation members, Sewall fears and hates anything magical, so he orders his troops to concentrate fire on any obvious magician runners first (the Flaming Sword squad has no magicians of its own). The Flaming Sword troops are also fiercely anti-metahuman, so any metahuman runners will be targets of choice for the troops as well. However, the snipers will attempt to kill all of the runners in the end.

If the runners kill Sewall and his squad, Carroll will not know about it until Sewall fails to make his hourly report. When Carroll does smell trouble, he sends another squad over to investigate and (if necessary) take over, but the runners may have time to escape or make another plan for dealing with the egg before the replacement goons arrive.

YOU CAN'T MAKE AN OMELET

TELL IT TO THEM STRAIGHT

BEHIND THE SCENES

Yakuza Soldiers (2)

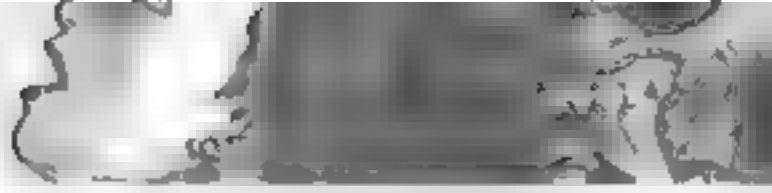
B	Q	S	I	W	C	E	R	Armor
5	5	4	4	4				4

Initiative 9

Threat/Professional Rating:

Skills

Gear



I don't [illegible] **Picking Up The Pieces** [illegible]

[illegible]

Despite [illegible] my Mass [illegible] Mass [illegible] Mass [illegible]

RED HOT NUKES

Appropriate Contacts Target Number 4)

Successes	Result

CAST OF SHADOWS

LAWRENCE CARROLL (LARRY LOWERY

Attributes

Initiative

Threat Professional Rating

Skills

Gear

ROB SIWALL

Attributes

Initiative

Threat/Professional Rating

Attacks

Skills

Powers

Spells (all at Force 10)

Combat

Detection

Health

Manipulation

Attributes

Initiative
Threat Professional Rating 4

Skills

Gear

Cyberware

THE FLAMING SWORD

Description of the Human Nation, see the **Threats**

Flaming Sword Snipers (2)

B	Q	S	I	W	C	E	R	Armor
4	4	4	3	4	2			4

Initiative: 3 + 1D6
Threat/Professional Rating 4

Skills:

Gear: SA SM SA SM SA

YAKUZA STRIKE TEAM

EICHI

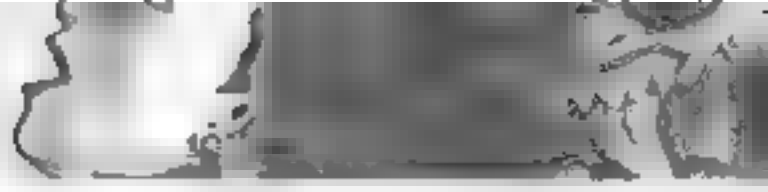
Attributes

Initiative:
Threat/Professional Rating 4
Initiate Grade 3

Skills

Gear

Adept Powers



SATO

[illegible]

[illegible]

[illegible]

[illegible]

Attributes

[illegible]

Initiative: [illegible]
Threat/Professional Rating: 4 [illegible]
Initiate Grade:

Skills

[illegible]

Gear

[illegible]

Spells

Combat
[illegible]

Detection
[illegible]

Illusion
[illegible]

Manipulation
[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

Attributes

Body 4
[illegible]

Initiative [illegible]
Threat Professional Rating [illegible]

Skills

[illegible]

Gear

[illegible]

Cyberware (all alpha grade

[illegible]

DOUBLE DIPPING

PATRIOT GAMES

INTRODUCTION

Double Dipping

Double Dipping

SEEK AND TAKE

TELL IT TO THEM STRAIGHT

BEHIND THE SCENES

ARMOR CLOTHING TABLE

	Concealability	Ballistic	Impact	Weight	Cost
Armante					
[illegible]	4		1	5	[illegible]
[illegible]	3			7	[illegible]
[illegible]	4		0		[illegible]
[illegible]	2	3			[illegible]
[illegible]	2		2		[illegible]
Mortimer of London					
[illegible]		4			3000
Vashon Island					
[illegible]	4	3	3		
[illegible]	3				
[illegible]		4		1	
[illegible]	2	4		3	
[illegible]	5	4			
[illegible]	4	4	1		
[illegible]	4		5		
Zoe					
[illegible]	5	5	5		[illegible]
[illegible]	5	3	3		[illegible]
[illegible]	3	3		1	[illegible]
[illegible]					[illegible]
[illegible]					[illegible]

THE SEWARD CLUB

[illegible]

THE PITCH

[illegible]

Cast of Shadows. /5 Picking Up the Pieces

MOVING ON

If the runners accept the job

be having a party. H

specific details, see **Getting Kinsey**, below.

DEBUGGING

Cast of Shadows. /5 **Picking Up the Pieces**

GETTING KINSEY

TELL IT TO THEM STRAIGHT

HOOKS

BEHIND THE SCENES

Attack Dogs 4

B	Q	S	I	W	C	E	R
5	4	3	3	3	1	5	4

Initiative 4 + 1D6

Attacks: 3/1

Threat/Professional Rating: 4

Cyberware None

WHERE THE GUESTS ARE

Living Area (1)

Cast of Shadows

Dining Room (2)

Kitchen (3)

Deck (4)

Cast of Shadows (p. 76, 77 for statistics)

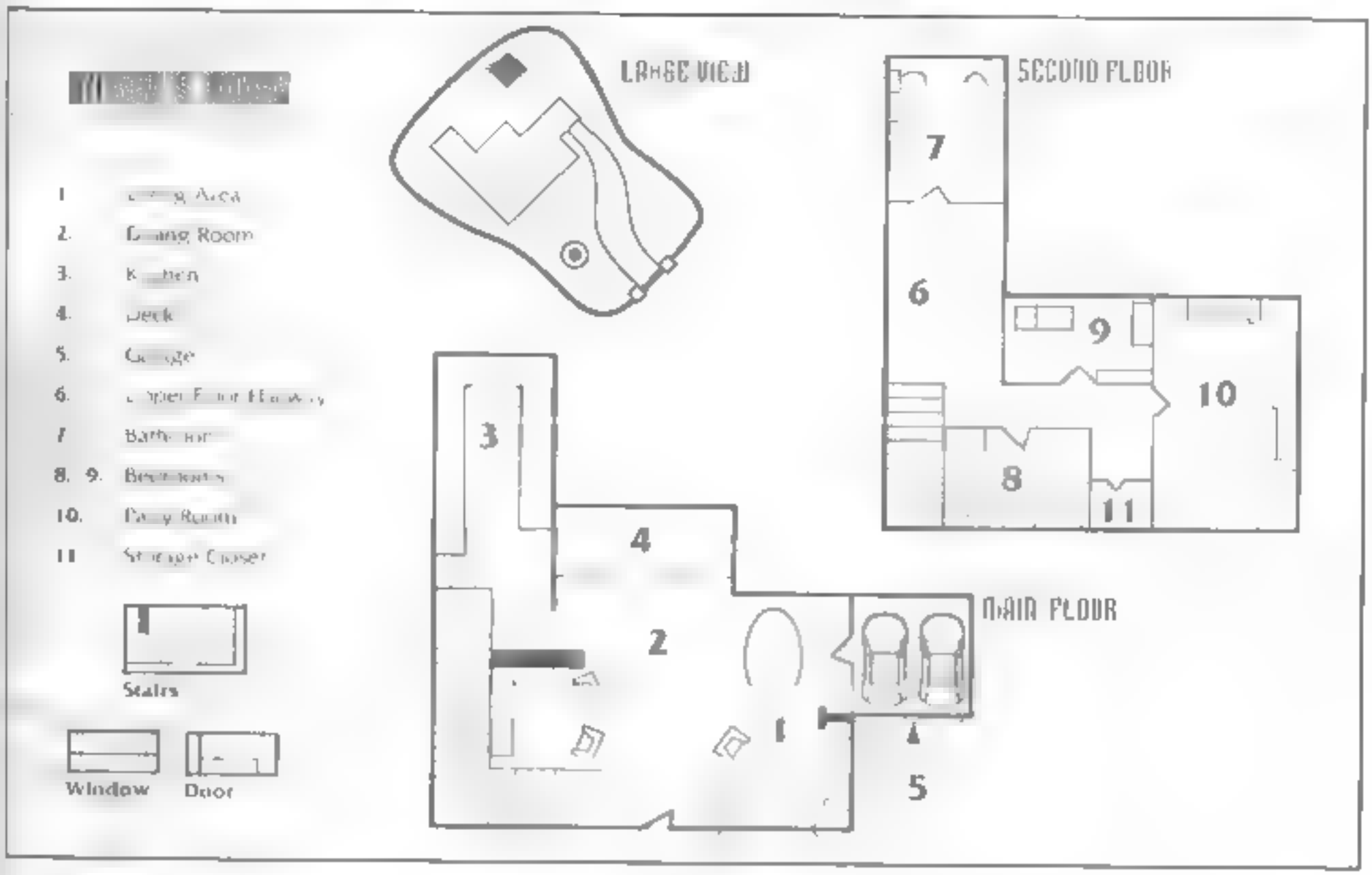
Garage (5)

Upper Floor Hallway (6)

Cast of Shadows

Bathroom (7)

Bedrooms (8 and 9)



Party Room 10

Room. A the guests call it by that name, and they all seem where it is. The Party Room is where Kinsey engages in

Kinsey Zanikas

B	Q	S	I	W	C	E	R	Armor
6	3	5	4	5	3	5 8	4	1

Initiative 4 + 1D6

Threat/Professional Rating

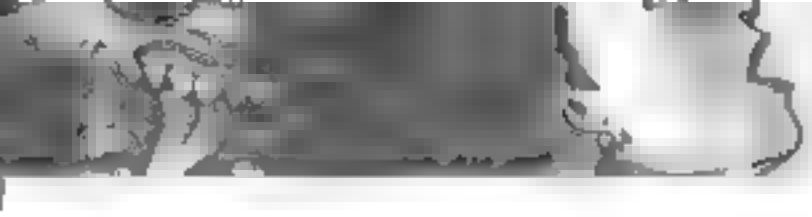
Skills

Cyberware

Gear

Storage Closet 11

MINGLING



SECURITY TACTICS

DEBUGGING

And Pick Up, p 66.

Drop Off

DROP OFF

TELL IT TO THEM STRAIGHT

Five minutes or so later, a car pulls into the lot and shuts off its ultra hals. Nice car. Ford Executive. This must be Aronson. You let a couple of your fellow runners out of your wheels for cover in case there's a double cross. Then you fire up the engine again and drive slowly toward the Ford.

Aronson gets out as you pull up, smiling as you approach him with Kinsey in tow. "Well done," he says, producing a small case. "Your credsticks are here. I see you made an effort not to damage the merchandise. Good, good." He smiles at you like all the Johnsons do. You've never liked that smile. But what the hell—he's paying you, isn't he? You take the box of credsticks, give it a once-over to make sure they're legit, then hand over Kinsey. Just for a moment you wonder what's going to happen to her. But runners who have to make a living don't have the luxury of too many scruples.

Aronson grins wider as a flunky steps out of the Ford and bundles Kinsey into the back seat.

"The family appreciates what you've done more than you know," he says. "There's just one more thing: make sure this stays quiet." Incredibly, he *winks* at you. "After all, we know what happens to people with loose lips, don't we?

[redacted]

Aronson comes off as trustworthy if a bit strange. His odd manner should make the runners a little nervous, setting them up for a full blown case of paranoia during subsequent encounters.

BEHIND THE SCENES

Aronson is playing the runners like well tuned instruments. Kidnapping Kinsey Zandras is just the first step in his plan; though the runners do not know it, they are about to become pawns in a deadly game to inflame racial hatreds within the [redacted].

Aronson has lackeys everywhere. One of them is a Lone Star detective assigned to Kinsey's neighborhood. During the initial investigation of the kidnapping, the cop removed the security camera tapes and duplicated them on equipment stored in the trunk of his car. Aronson plans to leak this footage to the network news as an exposé of metahuman-on-metahuman violence in Seattle. He believes the publicity and the prominence of the victim will prompt the ork community to riot against other metahuman races in retaliation for the involvement of elves, dwarfs/trolls in the crime. He also knows that Lone Star will come down hard on the metahuman community [redacted] search for suspects because the Zandras money will talk. The crackdown by a predominately human police force will only add fuel to the fire and may prompt riotous orks to target humans as well. The fact that Kinsey and her roommate are two members of the small, privileged group of metahumans allowed to live in wealthy human neighborhoods does not help matters, either.

In particular scene, Aronson is completely straight with the runners, paying them the agreed upon fee plus applicable bonuses. The briefcase contains two registered credsticks, and a team decker can test them in less than five minutes. Aronson will wait around until the decker is satisfied that the sticks are legitimate (which they are). Once the runners have handed over Kinsey and left, Aronson will secretly contact Malcolm Zandras and begin the blackmail part of his scheme.

DEBUGGING

Not much can go wrong here. If the runners disabled the cameras in the Zandras house, the tape can come from a cybereye camera belonging to a planted party guest or to Aronson's pet cop, who made a point of patrolling Kinsey's street on the night slated for the kidnapping so that he could get footage of the runners "for insurance."

AND PICK UP

TELL IT TO THEM STRAIGHT

HOOKS

BEHIND THE SCENES

RUNNING THE COURSE

Legwork p. 73 of **Picking Up the Pieces**

Meeting the Radicals

Meet the Press

[illegible] go to **Meeting the Radicals** p. 67 or **Meet The Press** [illegible]

MEETING THE RADICALS

TELL IT TO THEM STRAIGHT

[illegible]

HOOKS

[illegible] on the pressure. The runners have to say exactly the [illegible]

BEHIND THE SCENES

[illegible]

[illegible] (p. 57 **SR II**: Street Shaman (p. 63 **SR II** [illegible] **SR II** [illegible] **SR II**.

[illegible] **Meet The Press**, [illegible] **Meet The Press** [illegible]

Thieves Turned Heroes

Meet the Press

MEET THE PRESS

TELL IT TO THEM STRAIGHT

If the group has not met the New Weathermen, read the following aloud:

Read the following aloud when the runners meet with the caller in the preceding paragraphs, or if the group has met with the New Weathermen:

HOOKS

BEHIND THE SCENES

Meeting the Radicals

Meet the Press. Only w[illegible] one of the runners (see **Tell It To Them Straight**, above). If a runner is not the [illegible]

Humans Goons 5

B	Q	S	I	W	C	E	R	Armor
4	4	4		4	4		4	

Initiative 4

Threat Professional Rating 4

Skills

Cyberware

Gear A

Shelly

B	Q	S	I	W	C	E	R	Armor
5	5	4	7	5	5	7	6	5/3

Initiative 5 + 1D6

Threat/Professional Rating 3/4

Skills 4

Cyberware Datajack, Wired Reflexes 2

Gear A [illegible] SMG [illegible] Body A[illegible] Medium Shield [illegible] Heavy Pistol [illegible] SA [illegible]

DEBUGGING

Meeting The Radicals

Meeting The Radicals

Thieves Turned Heroes

THIEVES TURNED HEROES

TELL IT TO THEM STRAIGHT

HOOKS

BEHIND THE SCENES

LOWER LEVEL

Entrance/Lobby (1)

Kart

B	Q	S	I	W	C	I	R	Armor
	4	1		1	1		1	4

Initiative

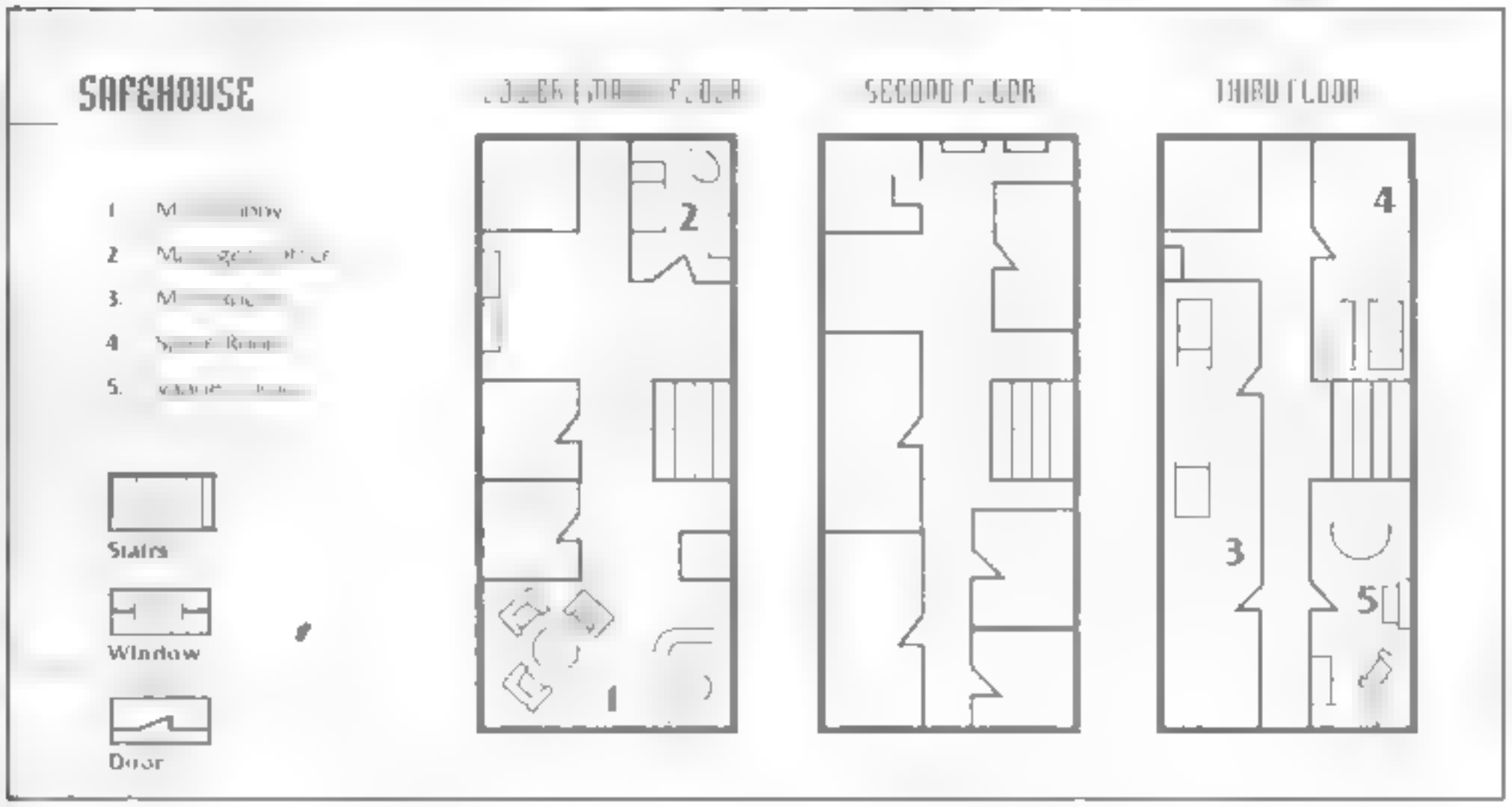
Threat/Professional Rating

Skills

Cyberware

Gear

Manager's Office (7)



SECOND FLOOR

Main Room (1)

orce 3 Watchers 3

B Q S I W C E R

Initiative

Threat Professional Rating:

Humanis Troops (3)

B	Q	S	I	W	C	E	R	Armor
[illegible]						+5		

Initiative [illegible]
Threat/Professional Rating 3/4
Skills [illegible]
Cyberware [illegible]
Gear: Armor jacket (5/3), Colt Cobra [SMG, 32 (clip), SA/BF/FA, SM, w/ [illegible] EX [illegible] M [illegible] SA [illegible] M, w/ 3 extra clips, Integral Smartlink]

Kandle

B	Q	S	I	W	C	E	R	Armor
[illegible]								

Initiative [illegible]
Threat/Professional Rating [illegible]
Body Index: 6
Skills [illegible]
Cyberware [illegible]
[illegible] or Low-Light/Thermographic), Move-by-Wire [illegible]
Bioware [illegible]
[illegible], Orthoskin 2
Gear [illegible]

Spare Room (2)

[illegible] Humanis members need to hide out. At present [illegible]

Humanis Troops (3)

B	Q	S	I	W	C	E	R	Armor
4	4	4	[illegible]	3	4	5	[illegible]	[illegible]

Initiative: 4 + 2 [illegible]
Threat/Professional Rating: [illegible]
Skills: [illegible]
Cyberware [illegible]
Gear [illegible] SA/BF/FA, SM, [illegible] EX [illegible] M [illegible] A [illegible] M, [illegible]

Vander's Room (3)

[illegible] Vander lives in this room and has attuned [illegible] and [illegible]. The [illegible] Grimoire, game play, see p. 89. **Grimoire II**

[illegible] the room, an Acid Bomb 6 spell and a Bind 5 spell. The acid [illegible] anchored to another floor tile just a few meters further in; this spell [illegible] Vander [illegible] defense.

Vander

B	Q	S	I	W	C	E	R	Armor
[illegible]								

Initiative [illegible]
Threat/Professional Rating: [illegible]
Initiate Grade 1
Skills [illegible]
Special Centering Skill: Reciting Poetry (Edgar Allan Poe) 4
Gear: [illegible]
Spells: [illegible]

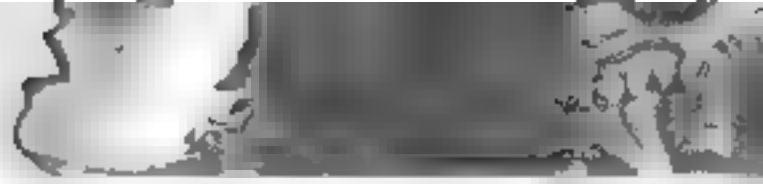
Force 5 Earth Elementals (2)

B	Q	S	I	W	C	E	R
[illegible]							

Initiative [illegible]
[illegible]
Threat Rating 5/4
Attacks [illegible]
Powers [illegible]
Weaknesses [illegible]
Services: 3

FINDING KINSEY

Kinsey [illegible] determine who the lizard really is. If the team does not include a [illegible] deduce that the [illegible] [illegible] [illegible]



o anything else plausible that the gamemaster can dream up. Luckily for the players, Vander has just finished casting the shapechange spell when they arrive and is so engrossed in admiring his handiwork in the mirror before the spell wears off that he doesn't notice them. (See **Quickening**, p. 44 **Grimoire II** for more information on Vander's spell.)

Vander's apprentice, Baxter Zane, is also in the tower, but he's busy in the cellar brewing the potions Vander needs for his spell. A quick search of the cellar and the nearby chamber where Baxter sleeps reveals only normal alchemical equipment. A quick chat with Baxter, however, reveals that he's very concerned with the changes his master is undergoing. (See p. 45 **Grimoire II**, for more information on Baxter's personality.)

Rumours

Some of the players' questions might be answered by the rumours listed in Dennis Detwiler's News We Have Rumours Concerning. Feel free to add your own rumours to the list, or to change the ones that don't seem appropriate for your campaign. Some of the rumours in the list are true, while others are false. Many of the rumours are true in part, but contain misleading information. Assign a rumour to each player character, and tell them to keep it secret. Any player who tells another player his rumour must lose 1 Action Point.

When the players have finished questioning Kenny, they should have a number of leads to follow. Although some of the rumours are false, they should lead the characters to the tower eventually. Any rumours that don't lead to the tower should lead the characters to other adventure opportunities.

PICKING UP THE PIECES

Most players will be eager to get back to the tower to see what's happened to Vander. Remember that Vander is under the effects of the shapechange spell, and he's not going to be very happy when he finds out that the characters have seen him in his true form. Any player who tries to intimidate Vander into changing back will be in for a nasty surprise. Vander is a powerful wizard, and he's not going to be pushed around by anyone, especially not by a bunch of low-level characters. Vander will be very upset if the characters have seen him in his true form, and he'll do his best to make sure that they don't tell anyone else about it.

Even if the characters don't tell anyone about Vander's true form, Vander will be very suspicious of the characters. Vander will remember the characters from the last time they were in the tower, and he'll be very suspicious of their motives. He may even think that the characters have come to the tower to kill him. Vander will refuse to answer any questions the characters have about the rumours they've heard, and he'll order the characters to leave the tower immediately. If the characters refuse to leave, Vander will attack them.

BURT ARONSON (PRELIMINARY LEGWORK

Appropriate Contacts (Target Number 6

Successes	Results
3	
2	
1	
0	

BURT ARONSON (ADDITIONAL LEGWORK)

Appropriate Contacts (Target Number 8)

Successes	Results
4	
3	
2	
1	
0	

KINSEY ZANDRAS

Appropriate Contacts (Target Number 5

Successes	Results
4	
3	
2	
1	
0	

MALCOLM ZANDRAS

Appropriate Contacts (Target Number 4

Successes	Results
3	
2	
1	
0	

ZANDRAS SHIPPING

Appropriate Contacts (Target Number 4

Successes	Results
4	
3	
2	
1	
0	

CAST OF SHADOWS

BURT ARONSON

Attributes

Initiative

Combat Pool: 8

Threat/Professional Rating: 5

Skills

Cyberware

Gear

Note: Thieves Turned Heroes

JAMESON

[illegible] several [illegible] though [illegible] [illegible] [illegible]

Initiative: 3 + 3D6
Combat Pool: 8
Threat/Professional Rating: 5

Body Index: 3.1

Skills

Cyberware

Bioware

Gear

MANDY

Attributes

Initiative 0
Combat Pool: 0
Threat/Professional Rating 3
Body Index 5.75

Skills

Cyberware

Reaction I

Bioware

Muscle A
Reflex Recorder A

Gear

Forearm Guards 0
Katana w/ Sheath
Transceiver

COUNTERWEIGHT

Attributes

Body 8

4

5

5

3

3

3

Initiative: 8 + 3D6
Combat Pool: 6
Threat/Professional Rating: 3/2

Skills

Combat 4 Sours 6

Cyberware

Gear

Heavy Pistol (15 cap), SA, 9M, w/ 2 extra

SA/BF/FA, 7M, w/ 3 extra clips, bio

GILLY RELLETS

[redacted]

Attributes

[redacted]

Initiative [redacted]
Combat Pool [redacted]
Threat Professional Rating: [redacted]

Skills

[redacted]

Cyberware

[redacted]

Gear

[redacted]

DEAD RUN

SPIN CONTROL

INTRODUCTION

In Dead Run (the run

Casualties of War a **Super Tuesday**

HOLDING THE BAG

TELL IT TO THEM STRAIGHT

ADDING CASUALTIES

Dead Run

Casualties of War

Casualties of War

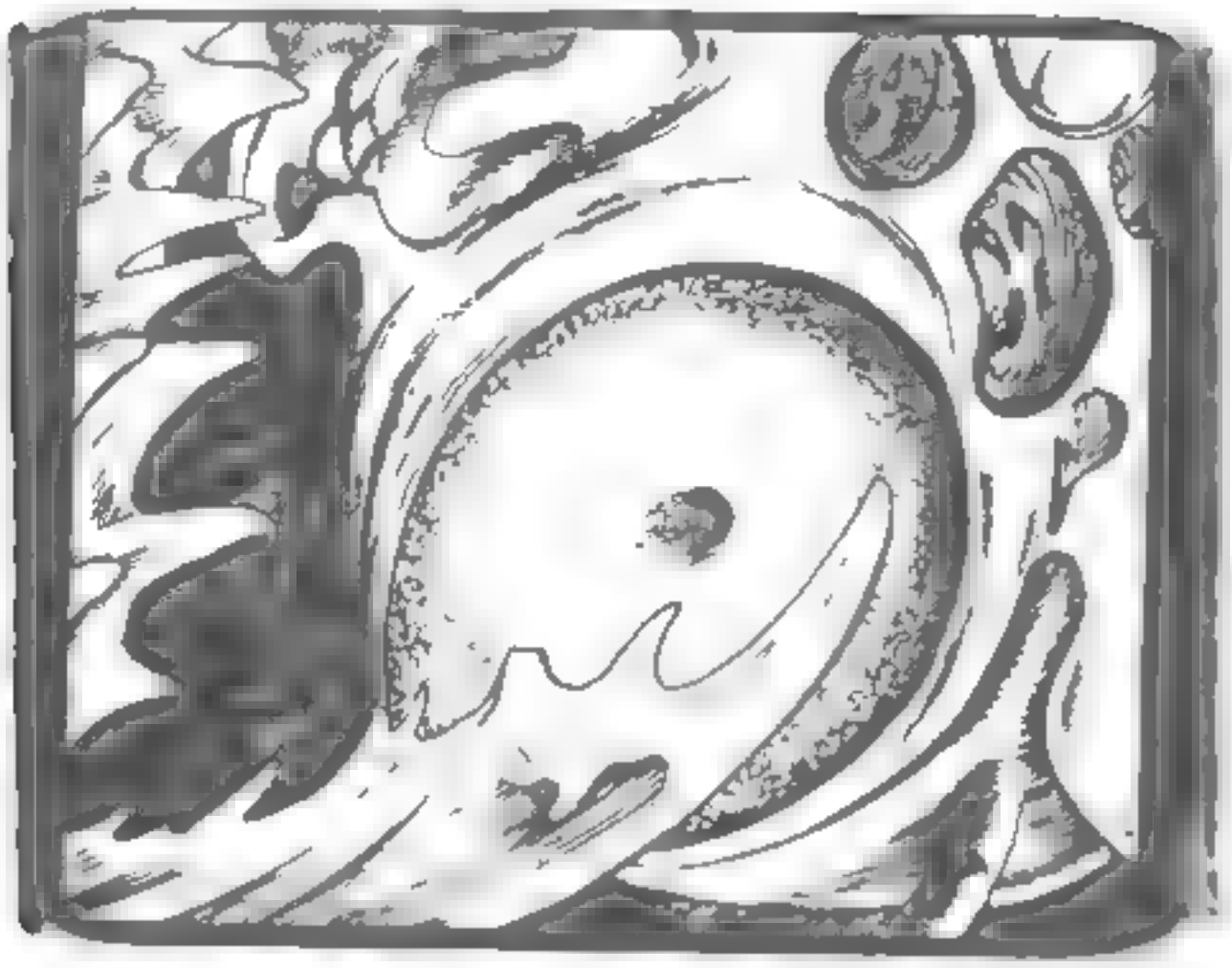
Casualties of War

Dead Run

Casualties of War

Dead Run

Super Tuesday



HOOKS

BEHIND THE SCENES

EXAMINING THE BODY

PHYSICAL EVIDENCE

Successes	Results

ASTRAL EVIDENCE

Successes	Results
10	Awakenings

Casualties of War

On the Run

ON THE RUN

TELL IT TO THEM STRAIGHT

BEHIND THE SCENES

Cast of Shadows

GETTING PAST THE AGENTS

Debugging

GETTING OUT OF THE BUILDING

FBI Agents

B	Q	S	I	W	C	E	R	Armor
3	3	4			3	3		4

Initiative

Threat Professional Rating

Skills

Cyberware: Boosted Reflexes (1), Cybereyes with Low Light,

Gear:

STREET CHASE

SR II

Gang Member **SR II**

Paranormal Animals of North America

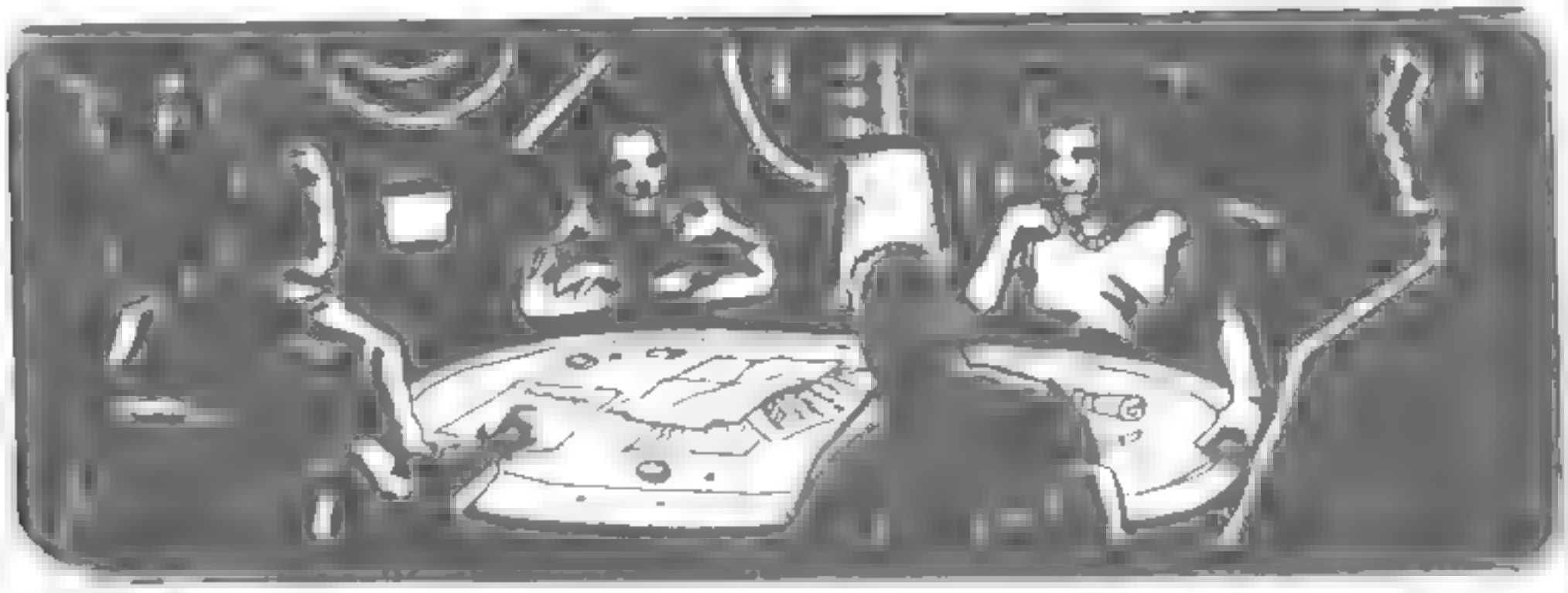
SR II 0

DEBUGGING

HIDING OUT

TELL IT TO THEM STRAIGHT

HOOKS



BEHIND THE SCENES

The fix is in

Anne Penchyk

Super Tuesday

Casualties of War

YEATS'S ENEMIES

Appropriate Contacts (Target Number 6)

Successes Results

EVE DONOVAN

Appropriate Contacts (Target Number 4,

Successes	Results
4	

COHEN AND O ROURKE

Appropriate Contacts (Target Number 8

Successes	Results
4	

ANNE PENCHYK

Appropriate Contacts (Target Number 4

Successes	Results
2	

The Fix Is In

THE FIX IS IN

TELL IT TO THEM STRAIGHT

When the runners get to Donovan's safehouse, read the following:

HOOKS

BEHIND THE SCENES

Casualties of War

LIVE TO FIGHT ANOTHER DAY!

Exposing Bugs

Female Mandid Spirits

B	Q	S	I	W	C	L	R	Armor

Initative
Threat Professional Rating
Attacks
Powers
Weaknesses
Note

Exposing Bugs

Exposing Bugs

EXPOSING BUGS

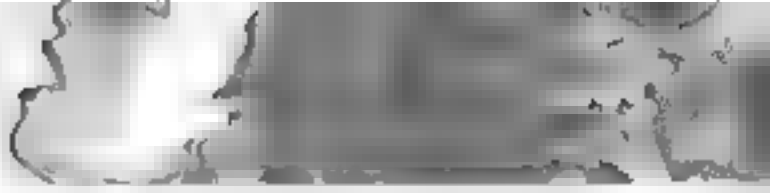
TELL IT TO THEM STRAIGHT

BEHIND THE SCENES

On the Run

Male Wasp Spirits (True form)

B	Q	S	I	W	C	E	R	Armor
F	F	1	1	F		F	A	1



Initiative
Threat/Professional Rating
Attacks
Powers
Weaknesses
Note

DEBUGGING

PICKING UP THE PIECES

Exposing Bugs

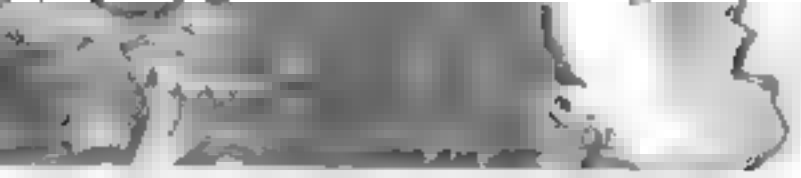
AWARDING KARMA

Skill

CAST OF SHADOWS

Dead Run

THE SECRET HIVE



THE EMPOWERMENT COALITION

Super Tuesday Casualties of War

SCOTT COHEN

Attributes

B	Q	S	I	W	C	E	R	Armor
	1							1

Initiative

Force

Threat Professional Rating

Cyberware Radio Smartlink Level 2

Skills

Gear

MEAGAN O'ROURKE

Attributes

Skills

Initiative
Threat Professional Rating
Initiate Grade

Cyberware

Gear

Spells

Combat

Detection

Health

Illusion

Manipulation

ed hundreds of hours of time to political candidates and causes that she saw as benefiting the metahuman community and became very outspoken on the issue of metahuman rights. Her ad campaigns put several state officials in the Midwest into office, and her business practices reflected her ethical stance on equality for metahumans. To continue using her firm, several of her clients eventually changed their company policies to be more metahuman-friendly.

Penchyk's activism eventually led her to run for office. She served several terms as a UCAS Representative for the state of Wisconsin, becoming a strong voice in Congress for comprehensive metahuman rights. The debate over greater integration of metahumans into the UCAS military led Anne to meet often with General Franklin Yeats, a human who sympathized with her cause. The two became good friends, and when Yeats chose to throw his hat in the ring for the presidential race, he tapped Anne Penchyk as his running mate.

Following the events of **Casualties of War**, Anne Penchyk has become more concerned with helping out the Empowerment Coalition than with General Yeats's political agenda. Some people around her are noticing that she has become cold and distant, and many are chalking it up to the strain of the campaign. Though Penchyk remains her own person, she is becoming more and more deeply enmeshed in the Empowerment Coalition's mysterious plans.

Attributes
- Body: 6
- Quickness: 3
- Strength: 4
- Charisma: 4
- Intelligence: 4
- Willpower: 4
- Essence: 5
- Reaction: 3

Initiative: 4 + 1D6
Threat/Professional Rating: 2/3

Skills
- Administration: 4
- Car: 2
- Etiquette (Corporate): 6
- Etiquette (Media): 4
- Etiquette (Political): 6
- Leadership (Political): 4
- Marketing: 8
- Negotiation: 6

Cyberware
- Chipjack
- Datajack
- Display Link
- Headware Memory (50 Mp)

ANNE PENCHYK

Anne Penchyk has built her career and her life on not taking "no" for an answer. When she goblinized unexpectedly in her twenties, she refused to accept the disdain of her former friends and colleagues, refused to believe that her once-promising career in marketing and advertising was over, and refused to believe that her metamorphosis had changed her self-worth. Instead, she picked herself up and began all over again, moving back to her native Midwest and starting up her own marketing-consulting firm.

While building her new business, Anne also became active in local politics as a spokeswoman for metahuman rights. She donat-

EVE DONOVAN

Tall and athletic, Eve Donovan shows few signs of the rough life she has led. Her midnight-black hair is cropped short and her eyes are a natural deep blue. Everything about Donovan speaks of a cultured upbringing, a testament to her carefully tailored facade.

Born in Switzerland prior to the worldwide wave of goblinization, Donovan was raised in a Europe that rarely saw peace. Orphaned at ten when her parents were crushed to death by a mob, she grew up on the streets of Bern and Stuttgart, honing her body and mind to razor sharpness. Scenting greater opportunity in the New World than in the Old, Donovan moved to Seattle in her early twenties and set up shop in the shadows. Within a short time, she had built a reputation as one of the city's best fixers.

During a run in Aztlan almost ten years ago, Eve was nearly killed while riding in a helicopter struck by a heat-seeking missile. A long-owed corporate debt bought her rejuvenation in Seattle's blackest cybershops, including full cyber replacements for her left arm and leg. The cyberlimbs have no enhancements because Donovan refuses to use them.

Donovan wasted no time getting back on the horse and has painstakingly rebuilt her reputation as one of the best fixers in the biz. Donovan is all business during a run, but not to the detriment of the job. She pushes runners working for her to perform flawlessly, but asks nothing of them that she does not ask of herself first. Some of her associates call Donovan a "chrome-hearted bitch," but that is not the case. Donovan is extremely loyal to her current employer and the runners working with her.

Attributes

- Body: 3
- Quickness: 4
- Strength: 2
- Charisma: 6
- Intelligence: 5
- Willpower: 5
- Essence: 0.5
- Reaction: 4

Skills

- Armed Combat: 3
- Cat: 3
- Etiquette (Corporate): 5
- Etiquette (Street): 6
- Firearms: 4
- Negotiation: 6
- Unarmed Combat: 3
- Vectored Thrust Vehicles: 2
- Winged Planes: 3

Initiative: 4 + 1D6
Threat/Professional Rating: 3/3

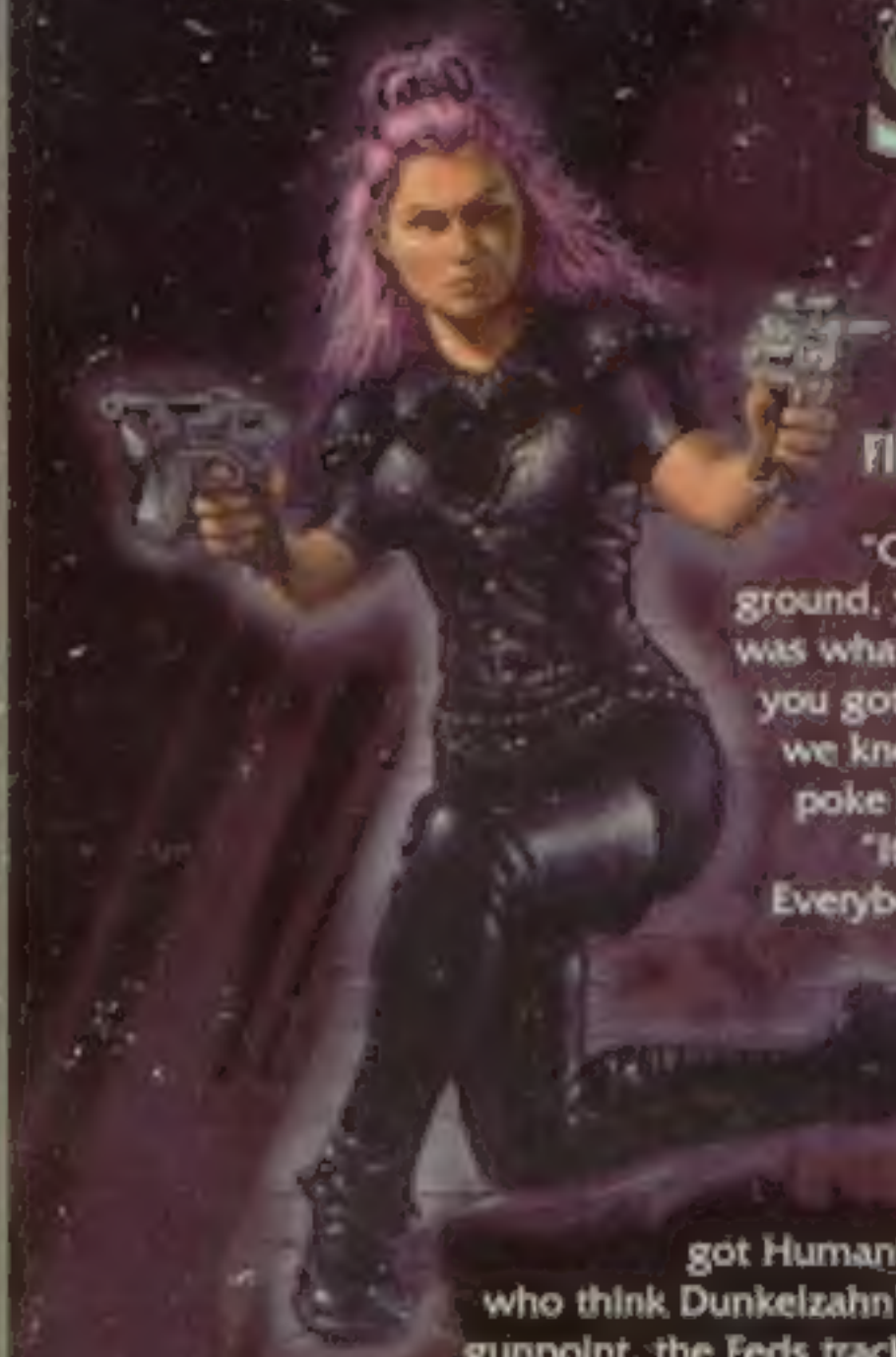
Cyberware

- Blood Filtration (3)
- Cyberarm, Left (Delta)
- Cyberleg, Left (Delta)
- Datajack
- Datasoft Link
- Display Link
- Telephone
- Skillsofts
  - Japanese: 3
  - Spanish: 3

Gear

In this adventure, Donovan is on the run. She wears an Armor Jacket and carries a Colt Manhunter, plus any minor gear with which the gamemaster wishes to equip her Barrens hideout.

THE



SHADOWS OF THE UNDERWORLD

YOU'VE GOT A CHOICE— FIGHT BACK OR GET OUT OF THE WAY!

"Once upon a time the shadows were home ground, y'know? If you belonged there, you knew what was what and you liked it that way. If you didn't belong, you got out fast—or you got hurt. Bad. Folks like me, we knew what to do, where to go, and where not to poke your nose. But all that's changed now.

"It's the fraggin' election, that's what it is. Everybody wants the Big Chair, and all that jockeying for power has brought everybody out of the woodwork. All looking for their piece of the datastore, know what I mean? And they'll do anything they can to get it. It's a fraggin' war zone in the shadows now. We've got Humanis stirring up riots among metahumans, freaks who think Dunkelzahn's the Second Coming and want to elect him at gunpoint, the Feds tracking an assassin through the streets of the Barrens ... I'm telling you, it's getting crazy out here.

"Runners like me, we've got a choice—fight back or get out of the way. Because anyone in the way is expendable."

Shadows of the Underworld is a collection of five **Shadowrun** adventures, set against the chaos of the United Canadian and American States Presidential election of 2057. The runners get entangled with everything from political agents to fanatical cults, from a gun fight on the top of New York City's most famous building to the secret world of Oakland's metahuman underground. **Shadows of the Underworld** is intended for gamemasters and players of all experience levels. For use with **Shadowrun**.

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ISBN# 1-55560-307-6 $15.00